

GRAN TURISMO 3: A-SPEC

LICENCE TESTS You won't be able to race much without getting hold of at least the basic licences but, with our help, you'll pass them all with flying colours.

LICENCE TESTS: DOMESTIC B



1. Starting, accelerating and stopping 1

Car: Volkswagen New Beetle
Gold: 0:35.100 Silver: 0:35.400
Bronze: 0:35.800

'Accelerate, drive straight ahead, and brake' - that's the motto for your first test to obtain the National B licence. Before starting, take a look at your revs counter and hold the engine at around 2,500rpm. Hit the gas... but without the tyres spinning too much and squealing loudly. If that happens, you know that you have lost grip and the engine's power can no longer be fully transmitted to the track. When you have switched to second gear (this happens automatically from a certain speed onward, if you didn't select manual transmission in the Options menu) drive at full speed. At around 940 metres step on the brake and cease accelerating then turn sharply to skid into the braking area.



2. Starting, accelerating and stopping 2

Car: Dodge Viper GTS
Gold: 0:25.200 Silver: 0:25.500
Bronze: 0:26.300

As was the case in the first test, this test also involves covering the distance as fast as possible, and coming to a halt on the marked area. Before starting, hold your vehicle's engine at 3,000rpm, and step on the gas without the tyres spinning. You should therefore press the acceleration button gently rather than suddenly. The braking point is at around the 870 metre mark. Use the 850 metre line as a reference point, and hold down the brake button once you pass that line then remember to do a skid finish to stop abruptly in the finishing area. Should you come to a halt beyond the finish line, simply brake a little later at your next attempt.



3. Basics of cornering 1: FF cars

Car: Fiat Coupé Turbo Plus
Gold: 0:31.100 Silver: 0:31.400
Bronze: 0:32.500

Before the start, hold the engine at around 3,000rpm, and steer gently to the outside after the summit of the hill. Shortly before the braking point marked in red, your right-hand tyres should touch the curbs and you should already be decelerating. Brake, and only steer properly into the corner after a fraction of a second. Do not accelerate again to avoid being propelled too far to the outside. As soon as the winner's line is shown in blue, you may accelerate again (gently) and allow yourself to be propelled to the outside. Before the next summit, steer just slightly to the right so not to forfeit speed. If you are propelled out of the corner, you had too little grip on the front wheels. To counter this, increase your braking stretch or accelerate slightly later.



4. Basics of cornering 2: FR cars

Car: Honda S2000
Gold: 0:29.100 Silver: 0:29.400
Bronze: 0:31.000

Again, start the Honda at 3,000rpm and follow the blue winners' line. At the entrance to the corner, drive along the outside track and, once again, make full use of the curbs. Your braking manoeuvre starts earlier than in the B-3 test, as you can see from the red marking. While you steer towards the inside, the brake pedal remains depressed until you pass the area marked in grey. Release the brake and accelerate gently to ensure that you continue to have plenty of grip available for your steering movement. After a few metres you can accelerate fully again, and race towards the finish line using slight steering movements.



5. Cornering response 1: FF cars

Car: Honda Civic Type R
Gold: 0:34.400 Silver: 0:34.800
Bronze: 0:36.200

Hold the engine at 5,000rpm, and accelerate cautiously, so that the tyres do not spin. Drive through first gear without the tyres blocking. From the second gear you can step down on the gas and follow the blue line. At the grey marking, briefly take your foot off the accelerator and steer gently to the inside. When you reach the red marking, brake briefly and then accelerate fully - it's best to have a brief pause between braking and accelerating. During this process you also steer sharply into the tunnel, making use of the curbs on the inside track. Keep to the right-hand wall in the tunnel, but avoid the marking on the edge which causes the car to decelerate. At the exit, steer gently to the right to reach the finish line.



6. Cornering response 2: FR cars

Car: Mazda MX-5 1.8i
Gold: 0:33.000 Silver: 0:33.300
Bronze: 0:34.700

Drive away from the start line at 3,000rpm, and follow the blue line. Keep to the left-hand boundary during the first corner and, when steering into the second corner, briefly take your foot from the accelerator two or three times. This ensures that you remain on the inside track and approach the next corner from the outside. Step briefly on the brake when you reach the red marking, do nothing for a brief moment and then accelerate again. Also, steer into the tunnel by again making use of the curbs on the left-hand side. In order not to be propelled too far to the outside when steering in, you may again have to take your foot off the accelerator. Then drive along the tunnel wall, but without touching the right-hand edge marking.



7. Basics of sequential cornering

Car: Toyota MR2
Gold: 0:33.000 Silver: 0:33.400
Bronze: 0:35.400

Start your car at 3,000rpm and drive towards the first hill summit. Head directly for the second corner and pass it a little beyond the right-hand side edge. Take the second corner a little more tightly than suggested by the winner's line, and take your foot off the accelerator briefly before reaching the first grey marking. When steering into the tunnel, it's a good idea to stay on the winner's line. At the end of the tunnel touch the left-hand track edge, and then twice briefly take your foot off the accelerator before steering into the next corner. Drive through the corner in the tunnel as wide as possible to achieve maximum exit speed. On exiting the tunnel, steer immediately to the left to head directly for the finish.



8. Domestic Class B License final test

Car: Nissan Skyline GT-R
Vspec II (R32, J)
Gold: 0:42.800 Silver: 0:43.400
Bronze: 0:46.000

Your left-hand tyres should be on the curbs before the grey marking. So take your foot off the accelerator, then step on the brake and steer sharply into the corner. Drive wide out of the bend to enter a chicane. Steer to the left and avoid driving through the tunnel you should find yourself on the right-hand edge. Take your foot off the accelerator. Steer sharply into the tunnel and, from the middle, accelerate in short bursts. You'll now drift along the left of the tunnel and skid into the next corner. Before the next tunnel, stabilise your car by counter-steering to take the finish line at full speed. For a record time, take the second corner and passage between the tunnels as tightly as possible.

LICENCE TESTS: DOMESTIC A



1. Race cornering 1

Car: Honda NSX Type S Zero (J) Gold: 0:32.600 Silver: 0:33.100 Bronze: 0:34.700
Your best bet is to leave the start line with 3,500rpm on your rev counter. Accelerate gently so that your tyres don't block, which would have an adverse impact on your acceleration. Then just follow the blue line and steer gently to the left into the first corner. Take your foot off the accelerator at the grey marking and then step on the brakes a fraction of a second later. After a few metres, steer into the corner. Before reaching the clipping point, take your foot off the accelerator again. Don't worry about driving over the curbs with your right-hand tyres in order to take the corner as tightly as possible. If you directed your car in accordance with the winner's line, you will be able to accelerate again after the clipping point, and can then let yourself be propelled to the outside.



2. Race cornering 2

Car: Nissan Skyline GT-R V-Spec II (R34) Gold: 0:26.000 Silver: 0:26.300 Bronze: 0:27.600

At the start your revs counter should show 4,000rpm. Gently drive through the first gear, continuing to accelerate in order to speed along the right-hand track edge of the 90° corner after the hill. Then take your finger briefly off the accelerator at the grey marking in order to press the brake. While doing so, steer into the corner in accordance with the red line. Before reaching the clipping point, simply accelerate in short bursts to have better control over your driving direction. Then allow yourself to be gently propelled to the outside and, when accelerating, make use of the narrow verge on the right-hand side.



3. Race cornering 3

Car: Honda S2000 Gold: 0:29.800 Silver: 0:30.200 Bronze: 0:31.600

Your best bet is to start at 4,000rpm in order to gently drive through the first gear. Squealing and spinning tyres indicate that you are accelerating too heavily – so simply lift your finger a little from the acceleration button. Follow the blue line and approach the corner from wide outside. Take your finger briefly off the accelerator at the grey marking, and then brake and steer into the corner. Stay on the line and, from the grey marking, remove your finger from the brake button. You'll now have to accelerate in cautious bursts to remain on track. However, you'll be able to accelerate fully again shortly before the clipping point. Allow yourself to be gently propelled to the outside and drive towards the finish line.



4. Circular turns, 60R, dry road

Car: Mazda RX-7 Type RZ Gold: 0:43.200 Silver: 0:44.000 Bronze: 0:46.000

Start your car at around 3,000rpm. After a few metres, steer to the inside and stay in the dark area of the road. Now continue accelerating and try to establish a constant speed while steering to the right. Steering is best done using the left stick of your Dual Shock 2, even if you normally determine your car's course using the directional buttons. The secret is to turn the steering wheel fully while driving at maximum speed, without leaving the dark track area too wide. If you see that you're being propelled to the outside, take your finger off the accelerator. If you are being pulled too far to the inside, accelerate more heavily and steer less to the inside. After three laps, accelerate fully before the finish line to be propelled to the outside.



5. Circular turns, 100R, dry road

Car: Mazda RX-7 Type RZ Gold: 0:55.800 Silver: 0:56.300 Bronze: 0:59.000

Just as in the previous test, you should start at 3,000rpm and then pull the car to the inside after driving a few metres. From there, accelerate again and allow yourself to be propelled a few metres to the outside. Your right-hand tyres should always remain in contact with the dark rather than the pale asphalt. Always remember: if you are propelled to the outside, simply take your finger off the accelerator. If your car pulls too far to the inside, accelerate more heavily and steer less to the inside. As soon as the finish line is in view, accelerate fully and let yourself be propelled to the outside. With this test it's best to steer using the left stick of your Dual Shock 2.



6. Taking long corners

Car: Jaguar XKR Coupe Gold: 0:27.000 Silver: 0:27.500 Bronze: 0:29.500

First, follow the blue line and, before reaching the red marking, take your finger briefly off the accelerator. Steer into the corner taking care not to be propelled to the outside. Before reaching the clipping point, you can accelerate again in gentle bursts. However, don't accelerate too much, so that you can drive along the right track edge at the end of the corner. In a gentle left arc, approach the next corner from wide outside. Again, take your finger off the accelerator and brake according to the markings shown. Pull to the inside and take care to follow the marking since it dictates your speed. If you're too quick and drive to the right of the line, you'll be propelled out of the bend. At the end of the corner simply accelerate hard to cross the finish line in record time.



7. Taking blind corners

Car: Chevrolet Camaro Z28 Gold: 0:14.200 Silver: 0:14.700 Bronze: 0:15.400

Drive up the hill in accordance with the blue line and steer gently to the left. You'll soon see a grey and red marking. This means you should reduce the gas and steer into the corner that is outside your field of vision. Before reaching the clipping point, accelerate fully again and pull close to the right track edge around the corner. Continue steering heavily to the right, because your high speed will propel you to the left in any event. Don't be afraid to use the left verge in order to approach the finish line at full speed. In principle, the only challenge posed by this test is approaching the corner in an optimal manner. Why not experiment a little with braking and steering-in points? You'll quickly find yourself beating the time needed to win a Gold Cup.



8. Domestic Class A Licence final test

Car: Mitsubishi Lancer Evolution IV GSR Gold: 0:15.400 Silver: 0:15.800 Bronze: 0:17.300

After the start, drive down the hill and steer into the chicane early on. When you are between the two corners, pull to the right. Ideally, your front bumper should pass close by the right boundary cone. You should now briefly brake until you have slowed down to 60-65km/h. Now start steering into the corner without stepping on the gas or brakes. Although your car will drive to the left, it will also be pulled to the right. Do not leave the winner's line. If you find yourself too far to the inside you braked too heavily and were thus simply too slow. If you're being pulled to the outside, however, you must brake earlier or more slowly – or just take your foot briefly off the accelerator again when steering.

LICENCE TESTS: INTERNATIONAL B



1. Circular turns, 60R, wet road

Car: Chevrolet Corvette Z06 Gold: 0:48.700 Silver: 0:49.200 Bronze: 0:51.800

Start at 3,000rpm, steer a few metres to the inside and maintain a distance of around one to two (game) metres from the right inside edge. Continue accelerating to build up an even speed of around 93 km/h, while constantly steering to the right. As soon as the finish line is in view, you can accelerate fully and allow yourself to be propelled to the outside. Once again, your best bet is to steer using the left analogue stick even if you normally use the directional buttons to guide your car. As soon as you find yourself being propelled too far to the outside, take your foot off the accelerator. If you're pulling too far to the inside, increase your acceleration and steer less heavily. Be careful not to abruptly cease a steering movement though.



2. Circular turns, 100R, wet road

Car: Chevrolet Corvette Z06 Gold: 1:01.600 Silver: 1:02.400 Bronze: 1:05.500

After driving for a few metres, pull your car a little to the inside. In order to continue accelerating from there. However, keep around two to three (game) metres away from the inner boundary and try to maintain a speed of around 118 km/h. Turning your steering wheel to the right, your task is then to complete three laps as quickly as possible, and then to accelerate fully before the finish line. Don't forget: if you find yourself being propelled to the outside, just take your foot off the gas. If your car is pulling too much to the inside, accelerate more heavily and steer less to the inside.



3. Cornering from limit braking 1

Car: Honda S2000 Type-V Gold: 0:22.400 Silver: 0:23.000 Bronze: 0:24.500

Drive gently to the left-hand track edge. At the 50 metre sign, take your foot off the gas brake and steer to the inside. Drive the corner wide, then stabilise your car by applying on/off pressure to the accelerator. Following this, drive into the second corner at full speed, keeping as far to the right as possible. On entering it you'll already see the next corner to the left – take your foot off the accelerator a couple of times and steer to the left. Drive by the left-hand of the corner as close as possible, then drive pretty much in the middle of the track. Take the next left-right chicane at full speed by keeping wide to the left at the next corner and then immediately pulling to the right, as though you intended touching the barrier.



4. Cornering from limit braking 2

Car: Chevrolet Corvette Z06 Gold: 0:19.700 Silver: 0:20.000 Bronze: 0:21.200

After the first gentle turn, keep to the left and coast towards the double corner. Shortly before reaching the overpass, you must decelerate and then steer into the corner early on. Since your speed remains very high, the brake must remain depressed. Shortly before passing the right corner – the first clipping point – take your foot off the brakes and start accelerating again in bursts and orienting your vehicle. Do not allow yourself to be propelled too far to the outside – only up to half the width of the track at most. Then steer into the second corner. After the second clipping point let the latest, you can start driving at full speed again, allowing yourself to be propelled to the left. You now have just a few metres to go before reaching the finish line.



5. Accelerating while turning and transferring weight

Car: RUF RGT Gold: 0:28.700 Silver: 0:29.300 Bronze: 0:30.500

Your engine should be running at 4,000 rpm at the start. Then accelerate as quickly as possible while avoiding squealing tyres in first gear. When in the gentle right corner of the tunnel, keep to the right so that, on exiting, you are driving as far as possible to the right. Shortly after passing the 50 metre sign on the left-hand side, take your foot off the gas and steer into the first 90° corner of the left-right chicane. Drive as far to the left as possible and accelerate in bursts. As soon as you are between the first and second corners, start steering to the right and head for the clipping point. Although it isn't necessary to brake, you should accelerate in bursts. From the clipping point you can drive towards the finish line at full speed.



6. High-speed slalom 1, driver assistance ON

Car: RUF RGT Gold: 0:24.000 Silver: 0:24.300 Bronze: 0:26.200

In this test your car's driving assistance functions are switched on, allowing you to study your vehicle's behaviour. Try to drive in a straight line, heading for one clipping point after another. Using gentle and even steering movements, re-orientate your car after each clipping point. In order to steer better, you should decelerate slightly – but really only minimally. Make use of the curb's surface, but take care not to knock over the cones. Pay attention to the manner in which your car is stabilised through acceleration. You'll also see how it becomes easier to steer if you decelerate. The activated stability control, a device controlling the spinning of the car, will prevent the rear going into a premature spin.



7. High-speed slalom 2, driver assistance OFF

Car: RUF RGT Gold: 0:24.000 Silver: 0:24.400 Bronze: 0:26.300

This test is the same as test six, except your car's stability control mechanism is now switched off. Once again, your task is to drive through the snake shaped course by simply using gentle steering movements. However, you'll find your vehicle very prone to spinning – so you'll have to steer even more gently. You'll probably find that you have to take your foot off the gas every second time you correct your course – eg. after steering left once and right once – in order to prevent your car from spinning. Then challenge yourself further by pushing ever closer to the car's limit and making full use of the curbs. This gentle braking effect when running over the boundary stones should enable you to master the course at full speed.



8. International Class B licence final test

Car: Honda NSX Type S Zero Gold: 0:31.700 Silver: 0:32.000 Bronze: 0:33.700

Start by driving gently at the right track edge. Pay attention to the signs indicating the distance from the left corner, and brake at the 50 metre mark. Then steer to the inside, and accelerate in bursts even before you pass the clipping point. Let yourself be propelled more or less to the centre of the track, and then decelerate again. In order to take the left corner tightly. After the corner, swing to the left to drive towards the approaching right corner from the outside. Keep as far left as possible and make full use of the curb surface. Now drive slightly uphill to the last corner which kinks to the right. Head straight for the clipping point and when you reach it pull the steering wheel to the right. You'll then be approaching the finish.

LICENCE TESTS: INTERNATIONAL A



1. High-speed combination corners 1
Car: Mitsubishi Lancer
Evolution VI Rally Car
Gold: 0:39.500 Silver: 0:40.200
Bronze: 0:42.900

Keep far to the right at first, and briefly take your foot off the gas when steering sharply into the first corner. Continue steering to the left, and keep to the inside track as much as possible – you'll be propelled to the outside by your high speed. Go through the following right-left chicane by first driving far to the right, and only pulling slightly to the right at the entrance to the corner. This means that you'll be alongside the left-hand track when leaving the chicane. At the 50 metre sign for the next right corner, decelerate and steer heavily into the bend. Take the right corner at full speed and keep far to the outside since the track narrows at the end. Just before the finish line there's an easy left turn.



2. High-speed combination corners 2
Car: Spoon S2000
Gold: 0:15.670 Silver: 0:15.900
Bronze: 0:16.400

This test centres around a chicane which you must drive through at top speed. After the flying start, you should keep to the right at first so that your right tyres are on the white track marking. Then pull to the left early on, in order to graze the clipping point of the first corner. Drive over the curbs, but take care not to touch the cones. Then steer sharply to the right to drive over the curbs to the opposite corner. Gently orientate your car on the following straight to reach the finish line as quickly as possible. The less you have to steer through the chicane during this test, and the less you touch the curbs, the quicker you'll be. You should have no problem taking home gold or silver.



3. High-speed combination corners 3
Car: Honda Castrol MUGEN NSX
Rally Car Prototype
Gold: 0:23.400 Silver: 0:23.800
Bronze: 0:25.000

After the start, steer your car gently through the first chicane and approach the following corner from the outside. Decelerate after the clipping point and steer to the inside to corner into the tunnel in an arc. At the end of the tunnel you should drive far to the left and then take your foot off the gas. In order to be able to turn successfully into the next extended right corner. Pull to the inside and accelerate in bursts. As in the B-7 test, your car will be propelled to the end of the corner, but you should not touch the tunnel wall on your left-hand side. As long as you follow the winners' line from the B-7 test, and don't decelerate too much, this test isn't too difficult.



4. Cornering from limit braking 3
Car: Honda Castrol MUGEN NSX
Gold: 0:32.400 Silver: 0:32.400
Bronze: 0:34.000

Step heavily on the gas while driving down the long straight until you see two yellow signs at the right-hand edge, indicating the approaching corner. Brake at around the 80 metre level but don't yet steer into the right corner. Only turn sharply into the bend at the 50 metre mark and then stop on the gas again until you reach the clipping point. Now, keep slightly to the right of the track centre. When you come to the end of the straight, pull to the left into the chicane. Decelerate at around 120 km/h and continue steering to the left after passing the clipping point to avoid touching the track marking opposite. Drive around the gentle right corner (the end of the chicane), and then approach the finish at full speed.



5. Corkscrews
Car: Dodge Viper GTS
Gold: 0:22.900 Silver: 0:23.300
Bronze: 0:25.000

After the first summit, steer to the left to approach the second summit from that side. This is because you'll have to graze the right track edge on the second summit to brake better and steer into the next chicane. Start braking from the second summit and avoid any steering movements. Wait until your car is only driving at around 70 km/h, and then steer to the left into the chicane by accelerating in bursts. Then pull to the right – without accelerating too much or too often – to exit the chicane. Don't be too quick on the following downward straight, because you'll soon be driving into an extended left corner. Take it from the outside, and steer towards the corner's clipping point, allowing yourself to be propelled to the outside towards the finish line.



6. High-speed combination corners 4
Car: Pagani Zonda C12
Gold: 0:20.100 Silver: 0:20.400
Bronze: 0:21.300

After the flying start, approach the first corner from the outside and take your foot briefly off the gas when steering in. If you touch the barrier on the right-hand side when exiting the corner, you were too quick. At your next attempt, try to steer in a little earlier and/or take your foot off the gas for longer. After the corner, pull quickly to the left side because you're about to come up against an extended right turn. Steer into this corner early on and only take your foot slightly off the gas. After exiting the second corner, you'll be faced by a narrow but very easily negotiated left corner which shouldn't pose any problems. The less you take your foot off the gas on this stretch, the sooner you'll be taking home gold.



7. Cornering from all angles
Car: Nissan Skyline
GT-R V-spec II (R34)
Gold: 0:46.000 Silver: 0:46.600
Bronze: 0:49.200

You can drive through this hilly section at full speed: approach the first crest from the right and, during your approach, pull to the left. You'll find that your tyres lose grip slightly at the foot of the following valley, but counter-steering will prevent your car spinning. Approach the second crest in a gentle left arc and steer to the right as soon as you reach the top. When on and between the following hills you should remain on the inside track but avoid the cones. After this series of snakes comes a short straight followed by a hairpin corner. Approach this from the outside and steer to the inside at low speed to slowly accelerate again after the clipping point. Leave the corner in a wide arc and drive towards the rapidly approaching finish line.



8. International Class A licence final test
Car: Skyline GT-R-NI V-spec
Gold: 1:07.500 Silver: 1:08.500
Bronze: 1:12.000

Although in this test you'll be driving wide corners at the start, they become ever tighter – and, to make matters worse, they're alternately located left/right. As soon as you find yourself being propelled too far to the outside, simply take your foot off the gas. If you pull too far to the inside, accelerate more heavily and steer less to the inside. After the second corner, try steering to the inside from far outside, grazing the corner's clipping point (marked by cones) at a short distance. In the tighter corners, you'll find that the key to success lies in giving the right amount of gas and steering gently. After the third left/right combination the finish line heaves into view. This is a very difficult test, but you'll master it if you use even and gentle steering.

LICENCE TESTS: THE S-TEST



S-1 Apricot Hill Time Attack
This first test is more or less intended as a warm-up. Despite the first extended left corner followed by a right/left bend, the hairpin corner in the middle course section and the chicane (which follows almost immediately), you shouldn't have much trouble taking home gold, silver or bronze. In addition, your car doesn't have too much horsepower so you should be able to master the first 'tricky section' safely – section from test IB-8. Approach the hairpin corner from far outside, reduce your speed shortly before reaching the left curb, and then steer sharply in. You'll have to reduce your speed at the chicane and steer in from the outside early on. Take your foot off the gas to re-orientate your car and leave the chicane as quickly as possible.



S-2 Seattle Circuit 2 Time Attack
This test is something of a challenge: with its long straights and sharp corners, the Seattle Circuit is one of the most difficult courses in Gran Turismo 3. Cast your mind back to tests A-7, IB-3 and IB-4, in which you already became acquainted with this track – although admittedly from another driving perspective. Take the time to drive a few practice laps to thoroughly familiarise yourself with the course and get to know the driving features of your Ford GT40. Since the car is prone to understeering, you must brake sharply before corners and take care not to accelerate again too early. So look out for an early brake point before taking sharp corners – you'll reap the rewards.



S-3 Trial Mountain Time Attack
Sections of this course will also be familiar to you from previous tests. When taking tests B-8 and IA-2 you got to know the difficult section between the rock formation and the long tunnel, and you also dealt with the chicane at the end of the course. After the tunnel already mentioned, the last hurdle on this course is really the extended hairpin corner at the end of the nice, long straight. Since the Mazda MX-5 isn't known for its acceleration capabilities, you should only take your foot off the gas when necessary. Especially on the incline following the extended hairpin corner you'll find that your car is struggling, so take care to drive through the corner at top speed and make use of each millimetre to accelerate early on. Otherwise you'll be crawling up the hill at a snail's pace.



S-4 Midfield Time Attack
You're already familiar with the Midfield course from tests A-3, A-6 and A-8. Cast your mind back to the first extended right corner, the sharp right turn before the tunnel followed by the long left corner, and of course the chicane followed by the hairpin bend. The only feature which may seem new is the gentle left/right corner behind the last tunnel. Using as few steering movements as possible, drive almost straight through and make use of the curbs on either side. Since your car is stable on the road, you shouldn't have any problems. You'll simply have to get used to the high speed of the NISMO GT-R, which means that you must brake a little earlier before corners.



S-5 SS Route 5 (wet) Time Attack
You haven't come across the SS Route 5 course in previous tests, but you have driven on wet tracks before – think back to tests IB-1 and IB-2. Luckily, your car doesn't have too much horsepower, so your tyres will retain a degree of grip even in corners. In principle there's only one way of braking on this course and driving safely through the corners: take your foot off the gas. Your brakes only come into their own when it comes to the hairpin corner in the north-west and the subsequent right/left chicane. Approach the chicane from the left, and steer into it at reduced speed. Then head for the corner at the front right, and pass close by it. Afterwards, make use of the full track width to steer into the next right corner from the outside.



S-6 Laguna Seca Time Attack
There's no doubt you've already developed a love-hate relationship with Laguna Seca. You're familiar with the 'corkscrew corner' section from the IA-5 test, and you should remember the hairpin bend from the A-2 test. So, except for the three remaining 90° corners and the sharp left turn before the finish straight, you've already confronted the most difficult sections. You can drive through the 90° corners by taking your foot off the gas and/or just behind a hill, hidden from view. Make use of your brakes early on and don't delay steering-in to avoid landing in the gravel. Since the Viper has plenty of horsepower, you should also avoid any abrupt steering movements – otherwise you'll find yourself spinning.



S-7 SS Route 11 Time Attack
This SS Route 11 course offers a little taste of what's waiting for you in the final test and, unfortunately, you'll have to master this difficult city course in a rear drive vehicle. Drive a few practice laps first to familiarise yourself with the course and focus on driving through the corners safely. Although the rear drive means you can accelerate well, you'll have insufficient grip to allow for sharp steering movements. Therefore, you should take care to brake heavily before tight corners, so that you can steer easily into the turn by accelerating in bursts and then accelerate out of the corner early on. The hairpin corners and the chicanes in the middle of the course, especially, will require all your driving skills. However, patience and lots of practice should pay off.



S-8 Super licence final test
You're probably familiar with the Côte d'Azur course from Formula 1 games as it's just the Monaco GP track under a different name. There's no doubt that this final test is one of the most difficult challenges confronting you in GT3. You'll need to drive a few practice laps to even come within striking distance of the time required for silver – not to mention gold. So take care to familiarise yourself thoroughly with all the tricky challenges posed by this tight city course. The first right corner behind the hill, the next right corner and the following hairpin bend, the entrance before the tunnel, the chicane after the tunnel, the left corner at the port and the two sharp right corners before the finish straight are all extremely testing parts of this track.

TUNING

The art of fine-tuning your car is a complicated one but with our rundown of all the parts, their effects and the various settings, you'll soon be tinkering around like a GT grease monkey.

Some general points about tuning

You'll find lots of tuning parts in the Tune Shop, all of which can be acquired and used to upgrade your vehicle. But take care not all parts are intended for all cars – and they won't benefit all cars equally. Remember that the tuning parts are always tailored to the car currently selected. Although you can remove parts purchased for a specific vehicle, you cannot use them for other cars in your Garage, so make sure you know exactly what you're buying before you shell out.

You can acquire a total of 44 tuning parts, divided into six categories: Suspension & Brakes, Engine & Exhaust, Drivetrain, Turbo, Tyre and Others/Rom. Once you've selected a part from a category, just press the Q button and the next screen will appear. As well as a brief description of the part, you'll find details on how the part in question may improve your engine performance (expressed in BHP).

If you decide to go ahead and purchase the tuning part, you can have it installed in your car immediately, so you'll automatically benefit from its effects during the next race. In the event that you already possess a similar tuning part (e.g. another Exhaust and Air Cleaner) the old one will be removed, and you can access it again by going to the Settings menu. Thus, you can decide before each race whether you'd like to try your luck with the Exhaust and Air Cleaner/Sports or the Exhaust and Air Cleaner/Semi-Racing.

You should also remember that some tuning parts only reach their full potential in combination with others. For example, an Intercooler supports a Turbo Kit. It makes no sense to install a large exhaust in a car with a low-performance engine, which is a bit like sticking a rocket up to a tortoise's arse... silly.



Tuning categories and parts

Tuning part: Here you'll find the precise name of the tuning part. All tuning parts are listed in the sequence in which they occur in the game.

Approx price in Cr: The purchase price varies slightly depending on the vehicle. To give you an indication, we've listed a medium guide price. If you cannot find a price for a tuning part in the game, it could mean two things:

- 1) This part is generally not suited to your current vehicle.
- 2) You cannot yet install this tuning part, but must first create the necessary conditions with another tuning part.

Settings possible: Certain settings can be made in respect of your vehicle after installing some tuning parts. If this is the case, you'll find a 'Yes' in the relevant column.

Removal possible: Most tuning parts can be removed again, if so required. This may, for example, be necessary if you would otherwise exceed the BHP limit qualifying you to enter a race.

Effects and remarks: We have used a star rating, from one to five, to indicate BHP or acceleration improvement resulting from installation of the tuning part. One star (*) indicates that the improvement is only slight, while five stars (*****) indicate that this tuning part results in a significant improvement. In some cases we have listed acquisition requirements in addition to the effects – indicating, for example, that a specific part is only suitable for 4x4 vehicles.

TYRE	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Tuning part				
Simulation Tyres	5000	No	Yes	These tyres offer only slightly more grip, and are only suitable for professional drivers.
Sports Tyres	5000	No	Yes	Tyres with a slightly better grip than your conventional tyres.
Racing Tyres/Super Hard	10000	No	Yes	High-performance tyres with 1 out of 7 grip and 7 out of 7 durability. Superbly suited to long races.
Racing Tyres/Hard	13000	No	Yes	High-performance tyres with 2 out of 7 grip and 6 out of 7 durability.
Racing Tyres/Medium Hard	16000	No	Yes	High-performance tyres with 3 out of 7 grip and 5 out of 7 durability.
Racing Tyres/Medium	22000	No	Yes	High-performance tyres with 4 out of 7 grip and 4 out of 7 durability.
Racing Tyres/Medium Soft	27000	No	Yes	High-performance tyres with 5 out of 7 grip and 3 out of 7 durability.
Racing Tyres/Soft	34500	No	Yes	High-performance tyres with 6 out of 7 grip and 2 out of 7 durability.
Racing Tyres/Super Soft	47000	No	Yes	High-performance tyres with 7 out of 7 grip and 1 out of 7 durability. Superbly suited to Normal races with a low number of laps.
Dirt Racing Tyres	22500	No	No	A tyre offering a good grip especially on dirt roads. Necessary for rally races.

ENGINE AND EXHAUST

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Exhaust and Air Cleaner/Sports	1500	No	Yes	Horsepower (BHP) increase: *. Especially suited to turbo engines. The horsepower (BHP) increases thanks to the Exhaust and Air Cleaner. However, take care to also strengthen the engine – otherwise you will not be able to fully utilise the potential Exhaust performance.
Exhaust and Air Cleaner/Semi-Racing	2800	No	Yes	BHP increase: *. Especially suited to turbo engines. The BHP increases thanks to the Exhaust and Air Cleaner. However, take care to also enhance the engine – otherwise you will not be able to fully utilise the potential Exhaust performance.
Exhaust and Air Cleaner/Racing	4500	No	Yes	BHP increase: *. Especially suited to turbo engines. The BHP increases thanks to the Exhaust and Air Cleaner. However, take care to also enhance the engine – otherwise you will not be able to fully utilise the potential Exhaust performance.
NA Tuning/Stage 1	4600	No	Yes	BHP increase: **. This also slightly worsens the acceleration.
NA Tuning/Stage 2	11500	No	Yes	BHP increase: **. This also slightly worsens the acceleration.
NA Tuning/Stage 3	65000	No	Yes	BHP increase: *****. In this regard, acceleration also worsens slightly.
Port Polish	5000	No	No	BHP increase: *. The Polish increases the displacement, thus increasing the horsepower.
Full-Engine Balancing	10000	No	No	BHP increase: *. The engine weight is balanced out, thus improving performance and, as a consequence, increasing horsepower (BHP).
Disp Increase	8500	No	No	BHP increase: *. By increasing the displacement the engine performance is improved, increasing the BHP.
Racing Chip	1000	No	No	BHP increase: *. The engine control computer chip is replaced, thus increasing the BHP.

TURBO

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Turbo Kit/Stage 1	4500	No	Yes	Horsepower (BHP) increase: ****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Turbo Kit/Stage 2	12500	No	Yes	BHP increase: ****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Turbo Kit/Stage 3	42500	No	Yes	BHP increase: ****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Turbo Kit/Stage 4	80000	No	Yes	BHP increase: ****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Intercooler/Sports	1800	No	Yes	BHP increase: *. Supports the function of a Turbo Kit, thus increasing the BHP.
Intercooler/Racing	3000	No	Yes	BHP increase: *. Only after installing a higher Stage Turbo Kit: supports the function of the Turbo Kit, thus increasing the BHP.

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SUSPENSION AND BRAKES

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Suspension/Sport Kit	3000	Yes	Yes	Settings possible to the Damper and Camber Angle.
Suspension/Semi-Racing	7000	Yes	Yes	Settings possible to the Damper, Camber Angle, Ride Height Adjustment and Stabilizer.
Suspension/Fully Customised Service	15000	Yes	Yes	Settings possible to the Damper (fine), Camber Angle, Ride Height Adjustment, Stabilizer, Spring Rate and Toe Angle.
Sports Brakes	4500	No	Yes	Improves braking behaviour and reduces brake fade.
Brake Balance Controller	10000	Yes	Yes	Settings to the Brake Balance possible.

DRIVETRAIN

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Clutch/Single	1500	No	Yes	Improves the acceleration: *. Slight improvement to gear switching, and thus to the vehicle's acceleration.
Clutch/Twin	2500	No	Yes	Improves the acceleration: **. Medium improvement to gear switching, and thus to the vehicle's acceleration.
Clutch/Triple	4500	No	Yes	Improves the acceleration: ***. Significant improvement to gear switching, and thus to the vehicle's acceleration.
Flywheel/Sports	400	No	Yes	Improves the acceleration: *. Vehicle's acceleration improves, but Torque worsens. This becomes particularly clear on inclines in the case of a low horsepower (BHP) engine.
Flywheel/Semi-Racing	500	No	Yes	Improves the acceleration: **. Although the vehicle's acceleration improves, the Torque worsens. This becomes particularly clear on inclines in the case of a low BHP engine.
Flywheel/Racing	900	No	Yes	Improves the acceleration: ***. Although the vehicle's acceleration improves, the Torque worsens. This becomes particularly clear on inclines in the case of a low BHP engine.
Driveshaft/Carbon	2500	No	Yes	Improves the acceleration: ****. Only for cars with FR and 4x4 drive: The power transmission to the rear wheels increases, improving acceleration and speed.
Transmission/Sports	5500	No	Yes	Improves the acceleration: *. Increases the maximum speed: **.
Transmission/Semi-Racing	5500	No	Yes	Improves the acceleration: **. Increases the maximum speed: *.
Transmission/Full-Racing	10000	Yes	Yes	Settings possible to alter gear ratios.
LSD/1 Way	4000	No	Yes	Understeering reduces when accelerating, but is only slightly reduced when braking.
LSD/1.5 Way	4000	No	Yes	Understeering reduces when accelerating, but is only slightly reduced when braking.
LSD/2 Way	4000	No	Yes	Understeering reduces when accelerating and braking.
LSD/Full Customisation	6000	Yes	Yes	You can determine the attributes and effects of the LSD yourself.

OTHERS/ROM

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Lightweight/Stage 1	1000	No	No	Improves acceleration: *. Vehicle components not needed for a race are removed, thus rendering your vehicle lighter and improving acceleration. You must observe the sequence Stage 1, Stage 2, and Stage 3.
Lightweight/Stage 2	5000	No	No	Improves acceleration: *. Vehicle components not needed for a race are removed, thus rendering your vehicle lighter and improving acceleration. You must observe the sequence Stage 1, Stage 2, and Stage 3.
Lightweight/Stage 3	20000	No	No	Improves acceleration: *. Vehicle components not needed for a race are removed, thus rendering your vehicle lighter and improving acceleration. You must observe the sequence Stage 1, Stage 2, and Stage 3.
AVC Controller	8000	Yes	Yes	The turning motion of each tyre is controlled, preventing understeering in corners. Settings possible to the AVC Controller.
Variable Centre Differential	10500	Yes	Yes	Only for cars with 4x4 drive: The turning of each tyre is controlled, so that a 4x4 vehicle can be driven in a manner similar to a FF car.

Tip on buying tuning parts

If you are not sure that buying a tuning part will have the desired effect, save your game on a Memory Card. This will enable you to reload your previous Game Status, ensuring that you don't end up spending money on an unnecessary part.

After acquiring a new tuning part, it's a good idea to take your car for a test drive. Always take care to select the same conditions for this, e.g. one of the three Time Trials available in Machine Test. Or you can go to My Home and select a Free Run.

Tuning suggestions

To ensure that you tune your vehicle(s) as effectively and economically as possible without incurring unnecessary expenditure, we have listed below some examples of how you can achieve specific improvements by tuning. In this regard we have listed the parts in the most logical and typical sequence in which you can purchase and install them.

When looking through the list, bear in mind that – depending on your car – you cannot acquire all parts. You should also remember that prices are only approximate, since costs vary slightly depending on the car in question.

Don't forget that you can also buy additional updates of certain tuning parts. For example, if you've carried out Lightweight/Stage 1, there's no reason why you shouldn't also carry out Lightweight/Stage 2 and Lightweight/Stage 3. The same applies to Turbo Kits, NA Tuning and LSD. In fact, in these cases there's no need to start with the lowest level: you can select a higher update from the beginning.

TYPICAL ORDER OF TUNING PARTS FOR HIGH SPEED

Category	Tuning part	Approx price in Cr
Engine & Exhaust	Exhaust and Air Cleaner/Sports	1500
Engine & Exhaust	Racing Chip	1000
Engine & Exhaust	NA Tuning/Stage 1	4500
Turbo	Turbo Kit/Stage 1	4500
Turbo	Intercooler/Sports	1500
Drivetrain	Clutch/Single	1500
Drivetrain	Flywheel/Sports	400
	Total cost:	14900

TYPICAL ORDER OF TUNING PARTS FOR GOOD DRIVING AND STEERING BEHAVIOUR

Category	Tuning part	Approx price in Cr
Engine & Exhaust	Exhaust and Air Cleaner/Sports	1500
Engine & Exhaust	Racing Chip	1000
Tyre	Sports Tyres	5000
Suspension & Brakes	Sports Brakes	4500
Suspension & Brakes	Suspension/Sports Kit	3000
	Total cost:	15000

TYPICAL ORDER OF TUNING PARTS FOR IMPROVING ENGINE PERFORMANCE

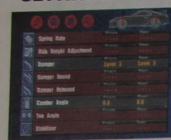
Category	Tuning part	Approx price in Cr
Engine & Exhaust	Exhaust and Air Cleaner/Sports	1500
Engine & Exhaust	Port Polish	5000
Engine & Exhaust	Full-Engine Balancing	10000
Turbo	Turbo Kit/Stage 1	4500
Engine & Exhaust	Disp. Increase	8500
Engine & Exhaust	NA Tuning/Stage 1	4500
Engine & Exhaust	Racing Chip	1000
	Total cost:	35000

TYPICAL ORDER OF TUNING PARTS FOR IMPROVING ACCELERATION

Category	Tuning part	Approx price in Cr
Drivetrain	Driveshaft/Carbon	2500
Drivetrain	Transmission/Sports	5500
Drivetrain	Clutch/Single	1500
Others/Rom	Lightweight/Stage 1	1000
Drivetrain	Flywheel/Sports	400
Drivetrain	LSD/1 Way	4000
	Total cost:	14900

THE OFFICIAL GUIDE

YOUR VEHICLE'S SETTINGS



Some general points about settings
You can change your vehicle's settings before each race in Gran Turismo mode, as well as in My Home. In contrast to tuning parts, which can only be installed or removed in their entirety, the settings represent a kind of 'fine tuning'. Armed with an imaginary screwdriver, you can adjust screws and valves to ensure that your car is effectively prepared for the track ahead. Thus, you can improve certain driving features and at the same time eliminate a few minor weaknesses.

However, take care that you first have a clear idea of the direction in which you wish to change your car. Arbitrary fiddling with the settings tends to quickly result in disaster. Your best bet is to make a note of your initial settings, or simply store them on your Memory Card, ensuring that you can easily restore the original settings.

You can change settings in respect of 18 vehicle components in the following categories: Suspension, Drivetrain, Brakes and Others/ROM. You generally move

a slider to the right to enhance or increase a setting. Alternatively, you can move the slider to the left to lessen or decrease the setting. When it comes to the Gear Ratio setting, a visual helps clarify matters. After you have changed your settings, it is vital you take your vehicle for a test drive. This should be done under the same conditions

SUSPENSION

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
Spring Rate	Suspension/Fully Customised Service	Yes	Soft	The car does not 'bounce'.	Steering behaviour becomes heavier.	Hard	Steering behaviour is improved.	The car 'bounces'.
Ride Height Adjustment	Suspension/Fully Customised Service, Suspension/Semi-Racing	Yes	Low	The car is more stable on the road.	The car goes into a spin easily in corners.	High	Spinning of the rear in corners is reduced.	The car becomes less stable.
Damper	Suspension/Fully Customised Service, Suspension/Semi-Racing, Suspension/Sport Kit	Yes	Soft	The car does not 'bounce'.	Steering behaviour becomes heavier.	Hard	Steering behaviour is improved.	The car 'bounces'.
Damper Bound	Suspension/Fully Customised Service	Yes	Soft	Spinning of the rear in corners is reduced.	The car rolls to the side.	Hard	Steering behaviour is improved.	The car goes into a spin easily in corners.
Damper Rebound	Suspension/Fully Customised Service	Yes	Soft	Spinning of the rear in corners is reduced.	The car rolls to the side.	Hard	Steering behaviour is improved.	The car goes into a spin easily in corners.
Camber Angle	Suspension/Fully Customised Service, Suspension/Semi-Racing, Suspension/Sport Kit	Yes	Small	More stable driving on straights.	The car does not drift as well.	Large	Spinning of the rear in corners is reduced.	The tyres lose grip.
Toe Angle	Suspension/Fully Customised Service	Yes	Small	The grip on straights is improved.	The car goes into a spin easily in corners.	Large	Steering behaviour is improved.	The car becomes less stable.
Stabiliser	Suspension/Fully Customised Service, Suspension/Semi-Racing	Yes	Soft	The car does not 'bounce'.	Steering behaviour becomes heavier.	Hard	Steering behaviour is improved.	The car goes into a spin easily in corners.

BRAKES

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
Brake Balance	Brake Balance Controller	Yes	Weak	The car skids less when braking.	The braking effect becomes weaker.	Heavy	The braking effect is enhanced.	The tyres lose grip.

DRIVETRAIN

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
LSD Initial	LSD/Full Customisation	Yes	Small	Spinning of the rear in corners is reduced.	LSD only comes into its own later.	Large	LSD takes effect early on the position in corners is improved.	The car goes into a spin easily in corners.
LSD Acceleration	LSD/Full Customisation	Yes	Small	The position in corners is improved (understeering is reduced).	The car goes into a spin easily in corners.	Large	Acceleration behaviour improves.	The car becomes less stable on straights.
LSD Decrease	LSD/Full Customisation	Yes	Small	More stable driving on straights.	The car is unstable when braking.	Large	The car is stable on the road, even when braking.	The position in corners worsens.
Gear Ratio	Transmission/Full-Racing	Yes	Low	The maximum speed in the individual gears is increased.	The torque is reduced.	High	The torque is increased, thus improving the acceleration.	The maximum speed is reduced.

ROM

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
Down Force	No specific part is required. It simply depends on the vehicle.	Yes	Deep	The maximum speed is increased.	The car becomes less stable.	High	The car is more stable on the road.	The maximum speed is reduced.
AVC Controller	AVC Controller	No	Weak	The car does not go into an uncontrolled spin.	Worse steering behaviour.	Heavy	Steering behaviour is improved.	The car goes into a spin easily in corners.
Active Stability Manager	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.	No	Weak	You will have improved steering behaviour.	The car is prone to going into an uncontrolled spin.	Heavy	The car does not go into an uncontrolled spin.	The maximum speed is reduced.
TCS Controller	Many cars have a TCS to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy a TCS.	No	Weak	Improves acceleration.	The tyres are prone to wheelspin, thus losing their grip.	Heavy	The tyres have more grip.	Acceleration decreases.
VCD Controller	Variable Centre Differential	No	Weak	The engine's torque is more effectively utilised.	Worse steering behaviour.	Heavy	Steering behaviour is improved.	The car goes into a spin easily in corners.

Settings, categories and options
Settings: Here you'll find the precise name of the setting. All settings are listed in the sequence in which they appear in the game.

Required tuning part:
In order to carry out most settings, one of the listed tuning parts must be installed in your vehicle. Take a look at this column to see which tuning part is required.

Front and rear separately adjustable:
Most settings can be carried out separately for the front and rear of your car. This is indicated by a 'Yes' in the column. If this is not possible, it's indicated by a 'No'.

Setting: You generally move a form of slider to the right to enhance or increase a setting. Alternatively, you can move the slider to the left to lessen or decrease the setting.

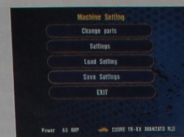
Advantage: This column details the improvements resulting from the selected setting.

Disadvantage: This column lists any negative effects you'll find from the selected setting.

GRAN TURISMO 3: A-SPEC

Save settings

Settings made to your vehicle(s) are saved when you save your game normally. However, like race replays, you can also save settings separately on the Memory Card. Several settings can be saved in respect of the same car; the only limit is the available space on your Memory Card. Remember, however, that the saved setting can only be loaded again for the car in question.



Examples of possible settings

The driving behaviour of two identical cars with the same tuning parts may differ greatly thanks to different settings. In its original state – i.e. after the car is bought or the tuning part installed – a vehicle's settings are very balanced and stable. You'll have no problem going onto a track and achieving respectable lap times. However, this driving behaviour does not reflect the potential lurking under your car's bonnet. In order to get the most out of your car, the vehicle's settings should be tailored to the track and to your driving style.

SETTINGS TO REDUCE UNDERSTEERING

Category	Setting	Required tuning part
Suspension	Ride Height Adjustment: Front higher than the rear.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Front harder than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Camper Angle: Front larger than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Brakes	Brake Balance: Front stronger than the rear.	Brake Balance Controller
Drivetrain	LSD Acceleration: Reduce front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Decrease: Reduce front and rear equally.	LSD/Full Customisation
ROM	Down Force: Front stronger than the rear.	Vehicle-dependent
ROM	AVC Controller: Increase the figure.	AVC Controller
ROM	Active Stability Manager: Increase the level.	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.
ROM	VCD Controller: More weight on the rear tyres.	Variable Centre Differential

SETTINGS TO REDUCE OVERSTEERING

Category	Setting	Required tuning part
Suspension	Ride Height Adjustment: Front lower than the rear.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Front softer than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Camper Angle: Front smaller than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Brakes	Brake Balance: Front weaker than the rear.	Brake Balance Controller
Drivetrain	LSD Acceleration: Increase front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Decrease: Increase front and rear equally.	LSD/Full Customisation
ROM	Down Force: Front weaker than the rear.	Vehicle-dependent
ROM	AVC Controller: Reduce the figure.	AVC Controller
ROM	Active Stability Manager: Increase the level.	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.
ROM	VCD Controller: Less weight on the rear tyres.	Variable Centre Differential

SETTINGS TO REDUCE BODY ROLL (ROCKING FROM SIDE TO SIDE)

Category	Setting	Required tuning part
Suspension	Spring Rate: Increase front and rear equally.	Suspension/Fully Customised Service
Suspension	Ride Height Adjustment: Reduce front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Increase front and rear equally.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Stabilizer: Increase front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
ROM	Down Force: Front stronger than the rear.	Vehicle-dependent

SETTINGS TO REDUCE DIVE (FRONT/SQUAT (BACK))

Category	Setting	Required tuning part
Suspension	Spring Rate: Increase front and rear equally.	Suspension/Fully Customised Service
Suspension	Damper: Increase front and rear equally.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Stabilizer: Reduce front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
ROM	Down Force: Front less than the rear.	Vehicle-dependent

SETTINGS FOR BETTER DRIFTING

Category	Setting	Required tuning part
Suspension	Spring Rate: Increase front and rear equally.	Suspension/Fully Customised Service
Suspension	Ride Height Adjustment: Reduce front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Increase front and rear equally.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Stabilizer: Increase front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Brakes	Brake Balance: Front stronger than the rear.	Brake Balance Controller
Drivetrain	LSD Initial: Increase front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Acceleration: Increase front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Decrease: Reduce front and rear equally.	LSD/Full Customisation
ROM	AVC Controller: Increase the figure.	AVC Controller
ROM	TCS Controller: Reduce the level.	Many cars have a TCS from the start. You can switch this function ON or OFF in the Options Menu.
ROM	Active Stability Manager: Reduce the level.	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.
ROM	VCD Controller: Less weight on the front tyres.	Variable Centre Differential

Although many of the tracks are lifting straight out of GT2 on PSone, they never looked as detailed and realistic as this. Prepare to be amazed...

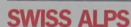


Difficulty: ★ **Entertainment:** ★
This is a pretty simple track, and it's one that requires very few sudden movements. Don't be afraid to take the corners hard and just keep a constant high speed around the two turns. Gently ease off the accelerator if you feel your car starting to slide a little, but do make sure that you hit the straights before your opponents if you want to win the race.

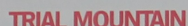


Difficulty: ★★★
Entertainment: ★★★

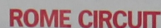
Once you've taken the first bend, things start to get really taxing. Move to the right of the short straight and brake when you get to the first set of rumble strips. Now move left and hit the power. Things should be a breeze now until the last corner of the lap, when you'll have to brake hard to the right of the corner before pulling out at a steady pace.



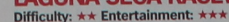
Difficulty: ★★ **Entertainment:** ★★★★★
The huge turn at the top of the track is going to cause the most worries here, so brake as you enter the first side of the turn and then let the back of your car swing out and around the corner. To get round the penultimate corner of the run, brake very early, head for the centre of the apex, and slow right down as you creep out of the other side.



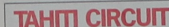
Difficulty: ★ **Entertainment:** ★★★
You should have a fairly trouble free run here – just watch out for the big right after the tunnel. You'll need to brake hard after the tunnel to make it through the first tough chicane – stay off the walls by braking, then applying gas before slowing down through the walled bit. Quite easy really.



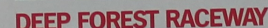
Difficulty: ★★★ Entertainment: ★★★
Make progress round the first corner by hitting the edge of the yellow boxes on the road and the kerb without really slowing down. It should now be a relatively easy ride until you reach the two right angles at the end of the course. For the first one, hit the brakes and turn in early, then adjust yourself to do the same move for the second corner.



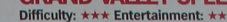
To get yourself road and the first corner, look at the road markings, and slam on the brakes when you see the number '2' painted on the road. Next comes the corkscrew. This looks easy on paper, but is actually a nightmare, so drive up the hill until you reach the crest. Now hit the brakes, while gently sliding to the right before hitting the gas to speed out. Finally, the blind bend at the end of the lap is a nasty bugger, so you'll almost have to completely stop to get around it. Slam on the brakes and swing that baby around.



Difficulty: ★★ **Entertainment:** ★★★★★
The two tight turns at the end of the track may cause you a little trouble, so use the brake sparingly and practice powersliding through these sections of the track. Keep your nose in and your rear out and you should be fine.



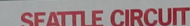
Difficulty: ★★ ★★ **Entertainment:** ★★ ★★
You'll bomb away from the start line, so make sure you slow down enough to take the very first corner. Apply caution and approach slowly for the smoothest ride. Now prepare yourself for the tunnel on the bend. To get this bit right, brake on entry and then on the way out to avoid any serious loss of seconds. A difficult course in inexperienced hands, you'll probably need a few tries to perfect it.



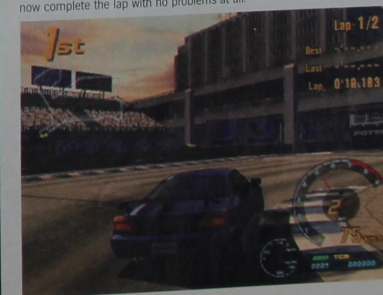
The first corner can really hurt, so start by hitting the brakes early there. Then get ready for the whopping hairpin – you'll need to brake hard and keep right around this one. Finally, you'll have to slam on full lock with your foot ever so slightly off the gas for the tunnel curve.



Difficulty: ★★★★★
Entertainment: ★★★
A pretty simple track until you reach the large S-bend at the middle part of the course. To do this, brake when you make the second zebra crossing then hold on as you move left and ease out of the corner. Next comes the tight chicane – brake when you hit the last overhead sign, and then go very carefully through the rest of the corner.



Difficulty: ★★★ Entertainment: ★★★
The very first hairpin will cause you some annoying problems on this track. All you have to do, though, is brake hard and early before turning close to the inside of the bend. You should be able to deal with the rest of the track with relative ease, but beware the last little turn before the end of the lap. Here you'll need to brake early and tuck tightly into the bend. You should now complete the lap with no problems at all.



GETTING A GOOD DEAL ON NEW CARS

The Trade function in My Home (in Gran Turismo mode) allows you to take a look at the Garage data on another Memory Card – for example, that of a friend. You can acquire each car in this other Garage in the form of a 1:1 copy at the normal retail price. But that's not all – any tuning parts which may have been installed are also included in the price. You can make use of this in various ways:

Acquiring a slightly tuned car at a retail price of less than 18000 Cr.

When starting out in Gran Turismo mode, buy a vehicle of your choice, but don't spend the initial 18000 Cr. Use the rest of the money to tune your car and/or carry out an Oil Change in GT Auto. Then save your game and insert the Memory Card in Slot 2, but not necessarily in that order...

Now restart your PS2 and go back to Gran Turismo mode. Using the Trade function, load the game you just saved and buy a copy of the aforementioned car at the normal retail price. The vehicle still has all its tuning parts, and its BHP figure has been increased by the oil change. Using any remaining money, you can upgrade the car a little more. The next time you save, you simply overwrite the previous save game. Bargain!

Acquiring a highly tuned car from a friend at a retail price of less than 18000 Cr.

You can do this when starting off in Gran Turismo mode. If your friend already has a tuned vehicle, which cost less than 18000 Cr new. Using the Trade function, you can acquire a copy of this car... and the tuning parts are thrown in for free!

Acquiring a highly tuned car from a friend, regardless of retail price

In this situation, you have already completed some races with a car of a specific drive type. Meanwhile, your friend has bought a car with a different drive type and tuned it. In order to participate in a race, which requires your friend's drive type, just use the Trade function. You can now acquire a tuned vehicle with the required drive type at a good price.



CHECKLIST

One of the tricks for a successful GT3 campaign is to learn how to get the most for your money, especially as credits are too tight to mention when you first start off. The following five tables especially are the ten best models in terms of performance (price of engine performance per weight) depending on your budget. And just for you we've added the BHP figures as well.

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 18000 CR.				
Rank	Car	Drive Type	Price in Cr.	Max Power (BHP)
1	Mazda MX-5 (1993)	FR	16900	128
2	Mazda MX-5 (1989)	FR	17000	118
3	Chrysler PT Cruiser	FF	17980	149
4	Daihatsu Sirion X4	4WD	13900	118
5	Toyota Sprinter Trueno GT Apex (1985)	FR	13550	128
6	Toyota Yaris RS 1.5	FF	14530	108
7	Mazda Demio GL-X	FF	14660	98
8	Volkswagen New Beetle	FF	15930	115
9	Toyota Yaris Euro Edition	FF	12280	86
10	Suzuki Alto Works SUZUKI Sports Limited	4WD	12220	63

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 30000 CR.				
Rank	Car	Drive Type	Price in Cr.	Max Power (BHP)
1	Mitsubishi Lancer Evolution VII GSR	4WD	29980	276
2	Subaru Impreza Sedan WRX STI Version VI	4WD	29190	276
3	Subaru Impreza Sports Wagon WRX STI	4WD	29980	276
4	Mitsubishi Lancer Evolution VI RS	4WD	25980	276
5	Subaru Impreza Wagon WRX STI Version VI	4WD	29190	276
6	Chevrolet Camaro SS	FR	29530	276
8	Mitsubishi Lancer Evolution VII RS	4WD	25180	276
9	Subaru Legacy Touring Wagon GT-8	4WD	29330	276
10	Subaru Legacy B4 Blitzen	4WD	30000	276

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 50000 CR.				
Rank	Car	Drive Type	Price in Cr.	Max Power (BHP)
1	Subaru Impreza 22B STI Version	4WD	50000	267
2	Toyota Supra RZ	FR	44800	276
3	Mazda RX-7 Type RZ	FR	39980	276
4	Chevrolet Corvette Grand Sport	FR	40010	330
5	Mazda RX-7 Type RS	FR	37780	276
6	Renault Clio Sport V6 24V	MR	43400	226
7	Mitsubishi 3000GT VR-4 Turbo (1995)	4WD	43230	276
8	Mitsubishi 3000GT VR-4 Turbo (1999)	4WD	43230	276
9	Nissan 300ZX Twin Turbo 2X2	FR	43980	276
10	Mitsubishi Lancer Evolution VI GSR Tommi	4WD	32780	276

BEST PRICE TO PERFORMANCE RATIO FOR CARS UP TO 100000 CR.				
Rank	Car	Drive Type	Price in Cr.	Max Power (BHP)
1	Lotus Motor Sport Elise	MR	100000	200
2	TVR Tuscan Speed Six	FR	80780	359
3	Dodge Viper GTS	FR	78680	449
4	Honda NSX Type-S Zero	MR	98570	276
5	Honda NSX Type-R	MR	99570	276
6	Mercedes-Benz CLK 55	FR	93110	347
7	TVR Griffith 500	FR	62410	340
8	Acura NSX (1993)	MR	99570	276
9	Acura NSX (1997)	MR	94790	289
10	RUF 3400S	MR	76740	305

BEST PRICE TO PERFORMANCE RATIO FOR ALL CARS.				
Rank	Car	Drive Type	Price in Cr.	Max Power (BHP)
1	Suzuki Escudo Pikes Peak Version	4WD	1000000	981
2	Panoz Esperante GTR-1	FR	2000000	588
3	Tickford Falcon XR8 Race Car	FR	1500000	599
4	Gillet Vertigo Race Car	FR	1200000	419
5	Chevrolet Corvette C5R	FR	1000000	620
6	Toyota Castrol Tom's Supra	FR	125000	463
7	Honda Castrol Mugen NSX	MR	125000	473
8	Lister Storm V12 Race Car	FR	1198000	593
9	Nissan Pennzoil NISMO GT-R	FR	785000	493
10	Jaguar XJ220 Road Car	MR	780000	516

YOUR GAME STATUS

You can call up your Game Status in My Home (in Gran Turismo mode). Take a look at it to find various details, including a percentage figure with the note 'Complete'.

The 'Complete' percentage figure represents the number of License Tests, races and other challenges, which you have already mastered. To achieve 100 percent, The individual criteria are:

- Passing the 48 License Tests – regardless of whether you take home gold, silver or bronze.
- Achieving first place in all races in Gran Turismo mode.
- Achieving first place in all 36 Single Races in Arcade mode at difficulty level Hard.
- Achieving first place in all ten Time Attacks in Arcade mode.

BONUS CARS FOR SPECIAL ACHIEVEMENTS

The following two tables illustrate how you get bonus cars for special achievements. For your information, Arcade mode bonus cars are only available in the Arcade mode. For the bonus cars obtained in the Gran Turismo mode, you can also access them in Arcade mode via the Load Garage menu. You obtain additional bonus cars in the Gran Turismo



BONUS CARS FOR GRAN TURISMO MODE

Obtain gold in all Domestic A License Tests.	Mazda RX-8
Obtain gold in all Domestic B License Tests.	Mazda MX-5 1.8i
Obtain gold in all International A License Tests.	Aston Martin Vanquish
Obtain gold in all International B License Tests.	Nissan Z Concept
Get gold in all Rally License Tests.	Subaru Impreza Rally Car Prototype
Obtain gold in Special-Level License Tests	Dodge Viper GTS R concept
Reach 1st Place in all Beginner League races.	Mitsubishi Lancer Evolution V GSR
Reach 1st Place in all Amateur League races.	Chrysler Viper GTS R Team Oreca
Reach 1st Place in all Professional League races.	Polyphony Racing Car
Reach 1st Place in all Professional League races.	Suzuki Escudo Pikes Peak Version
Reach 1st Place in all Endurance Races.	Polyphony Racing Car
Achieve a Complete Game Status of 50 percent.	Chevrolet Corvette C5R
Achieve a Complete Game Status of 75 percent.	Mazda 787B
Achieve a Complete Game Status of 100 percent.	Polyphony Racing Car

BONUS CARS FOR ARCADE MODE

When you reach 1st Place in all Time Trials in Arcade mode.	Panoz Esperante GTR-1
Reach 1st Place in all A-Area courses in Normal mode.	Mazda MX-5 (1989)
Reach 1st Place in all B-Area courses in Normal mode.	Audi TT 1.8 T quattro
Reach 1st Place in all C-Area courses in Normal mode.	Mazda RX-8
Reach 1st Place in all D-Area courses in Normal mode.	Nissan Z Concept
Reach 1st Place in all E-Area courses in Normal mode.	RUF RGT and TVR Tuscan Speed Six
Reach 1st Place in all F-Area courses in Normal mode.	Dodge Viper GTS R concept and TVR Speed 12
Reach 1st Place in all A-Area courses in Hard mode.	Nissan C-West R350 Silvia
Reach 1st Place in all B-Area courses in Hard mode.	Lancia Delta HF Integrale Rally Car
Reach 1st Place in all C-Area courses in Hard mode.	Gillet Vertigo Race Car
Reach 1st Place in all D-Area courses in Hard mode.	Pagani Zonda Race Car
Reach 1st Place in all E-Area courses in Hard mode.	Nissan R390 GT1 LM Race Car and Panoz Esperante GTR-1
Reach 1st Place in all F-Area courses in Hard mode.	Mazda 787B and Toyota GT-One Road Car



SSX

We took SSX into a darkened room and beat it with a frozen joystick until it bled short-cuts. Every course, tactic and trick is laid bare right here.

Publisher: EA Sports Big Developer: EA Sports Canada Price: \$44.99 Players: 1-2

Racing meets trick-grabbing action in SSX, where speed is one thing but skill with the slippery board is just as important. Very smooth, very fast and with a fantastic two-player mode, this is the best snowboarding game ever.

Graphics Fantastic animation and some stunning mountain environments
Sound Great soundtrack, superb sk and character voice samples
Gameplay Smooth, accessible and incredibly addictive fantasy boarding
Life span Plenty to discover and a two-player mode that never lets up

09
NERDICT

TOP TIP

The Adrenaline Bar explained
That big coiled bar on the right of the screen is where your tricks are converted to speed boosts. To build it up with limited fuss always hit big jumps with big tricks. Push the Analogue stick diagonally for Misty-style flips and get in a grab or two. Don't fuss about on the flat doing silly 360° twists for one measly boost point – you'll only end up scuffing one and failing. Grinds are a great way to build the bar on the move. If you've got boost stored, use it. There are lots of easy jumps to top it up. Winning a qualifying race guarantees a full boost for the next round.

AIM OF THE GAME

It's a snowboard racing game with a light sprinkling of Tekken. Victory by any means possible. As you'd expect of such a title, the gameplay is instantly satisfying, but achingly deep. The mighty challenges never seem unachievable because you'll improve with every single go. There's so many secrets to discover that you won't rest until you've unlocked everything the game has to offer. So, you'll be wanting to know where to start...

WORLD CIRCUIT

Feeling the need for speed? Then get stuck into the races. Starting on the Snowdream course you've got to finish third or better in two qualifying rounds to reach the final. If you hit the top three again, you'll earn a medal and, geronimo! a new course. Good performances gain experience points to improve your rider's abilities. You'll also win new boards to suit the different types of courses – from snub trick boards to lengthy slalom monsters. But get Gold on every track and your character still won't have reached the title of Master. What could be left?

SHOW-OFF

Tricker than David Blaine, less forgiving than Anne Widdicombe – this is where SSX experts really test their mettle. Re-visit the courses to reach hi-score targets against wicked time limits. It's an immensely satisfying premise. To score big you have to collect the snowflakes dotted about the levels. They multiply your trick score according to the difficulty of reaching them. Yellow snowflakes appear near small jumps and will double your score. Orange flakes involve tougher jumps but triple your scores. As for red snowflakes, you'll spot them 100 feet above you and curse the sick puppy that put them there. They look unachievable. They're not. Let us show you how...

TEN TIPS

1. PRE-WIND

The longer you hold jump, the further you travel. The longer you press the Analogue stick, the faster you rotate. Line up early for big jumps, and don't be afraid to stop boosting or leaning into the slope while you get things right. Release the pre-wind sooner than you think, or you'll miss the vertical boost off the curve of the ramp. It'll be too late to release the pre-wind in mid air. Don't forget that a poorly aligned pre-wind can be cancelled by pressing L3.

REMEMBER: Pre-wind early, release early.

2. GET BACK ON TRACK

Press **△** to return to the track when you're stuck, lost off-piste or jammed behind a rock. It costs a few notches of your adrenaline bar, but the time penalty is negligible, so don't be shy. It's especially useful when you fall down a ravine. If you were more than halfway over the gap before you fell, **△** will magically leap you to the other side.

REMEMBER: Get stuck: press **△**.

3. SPEED UP

As a general rule, you should always be pushing forwards to max out your speed from the slope. It results in slightly limited turning control so beware on ice, concrete and super-tight bends, where you need all the edge you can get. Soft powder and impact landings are the other exceptions.

REMEMBER: Max speed: push forwards.

4. PUSHING JUMPS

Your pre-wind will largely determine your flight through the air, but you can keep pressing in the required flip direction to really push your tricks to the limit. It can be the difference between a single or double flip. Conversely, if you look like landing on your head, use the Analogue to straighten things out, then release your grip and float home. Always stop rotating the pad when you're happy with your trick.

REMEMBER: Keep spinning, keep pushing.

5. LANDING JUMPS

It's often preferable to lean back for really big landings. The tail of the board is very flexible and will absorb unbelievable impacts. This is especially true for ice and powder hits. Leaning forward will just send you arse over elbow. Don't forget you have a limited ability to rectify your body shape in the air after a pre-wind. Keep moving the Analogue stick to create a flat-bellied and stable impact.

REMEMBER: Big drop, stable board.

6. GRABS

The four shoulder buttons access different grabs and **⓪** is used to tweak them out further. Use in combination to score big. Press **⓪**, **⓪**, **⓪**, **⓪** and then **⓪** to unleash a sequence of grabs resulting in a tweaked Experimental Air. Don't rush it – push one button, wait for the grab to appear, press the next and wait for the other, and so forth. The full list of button combinations are in your trick book. Don't be afraid to try experimental combos.

REMEMBER: More grabs, more buttons.

7. GRINDS AND SLIDES

Grinds require careful alignment with the rail, so slow down and shape up carefully. You can usually ride straight up them without jumping. It's often advisable to use adrenaline boosts as they increase your stability. Balance can be corrected with subtle flicks of the Analogue pad. A neat trick is to perform a 90° jump onto a board slide, you've got a bigger surface to land on and less chance of falling. Hold pre-wind while on a rail to prepare a leap between broken sections.

REMEMBER: Slow approach, quick grind.

8. PUNCHES

Flick the right Analogue in the required direction to flick out an arm. Yes, it's always satisfying to clonk an elbow into Jurgen's nose, but, as a general rule, only use punches if someone stumbles into a prime position. You can whack people in mid-air too.

REMEMBER: Punch fast, ride past.

9. BOARD SELECTION

Quite simply, the more you win, the better your boards get. Just keep picking the latest model for each new level. Keep an eye out for the doofus slalom boards – they're only suitable for people who want to race straight and fast, and are generally hopeless for spin tricks. It should go without saying that mini-trick boards are the only choice for the 'Show-off' levels.

REMEMBER: Your style, your choice.

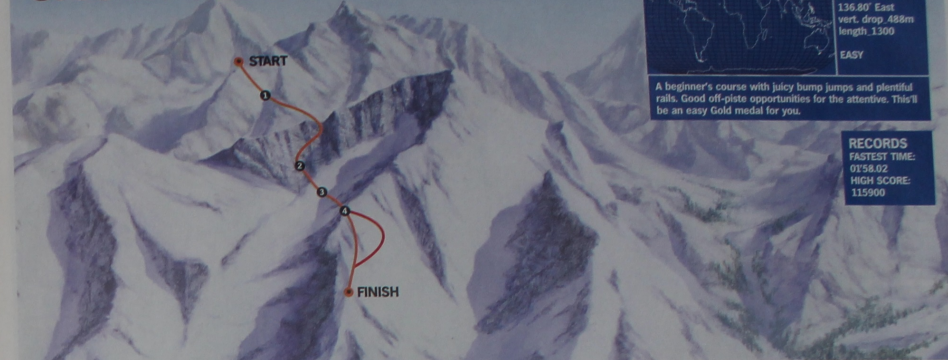
10. BOOST ICONS

It's worth remembering the position of speed boost icons as they really give you a helpful shove. Always keep your eye out for trick icons near huge jumps so you can maximise your points and boost your adrenaline bar. Once again, don't get obsessed about hitting them – a wild veer towards an icon could cause a self-defeating wipeout.

REMEMBER: Eyes wide, faster ride.

COURSE 1

SNOWDREAM



SNOWDREAM
JAPAN
16.76° North
136.80° East
vert. drop: 488m
length: 1300
EASY

A beginner's course with juicy bump jumps and plentiful rails. Good off-piste opportunities for the attentive. This'll be an easy Gold medal for you.

RECORDS
FASTEST TIME:
01:58.02
HIGH SCORE:
115900

1 SSX LOGO SMASH

Cut corners by smashing through the glass SSX signs – this is the best example. Hint: line up carefully, pre-wind longer and hold down an adrenaline boost as you jump. A peachy leap can really save time. If you look like missing a jump, try a cheeky front flip. These are very useful as you tend to be pushing forward most of the time anyway.

■ Risk: 2 ■ Return: 4 (out of 10)



LINE UP: A confident, straight line with plenty of boost will have you through this SSX nice and easily.



MIND OVER SHATTER: Hit the sign board-first and you'll hardly notice the impact.

2 SILVER RAILS

Grind the silver rails near the bump jumps to gain big speed. Don't forget to make the jump between the gap in the middle – this'll give a high-scoring combo and do your adrenaline bar no end of good.

■ Risk: 3 ■ Return: 6 (out of ten)



ANGLE GRINDER: It's the quickest route between two points, so use the rails wisely.

3 RED RAIL GRIND

After the silver rails, cut in towards the intersection and grind the big red rail. Keep boosting for a huge leap and to stabilise the impact.

■ Risk: 3 ■ Return: 6 (out of ten)

STRAIGHT, NO CHASER: Avoid catching the bollards on the left and right – they'll mess your run up.

GOLDEN GRIND: Plenty of speed will mean an effortless glide to the end. Don't forget to land, though.



AIR EXTENSIONS: Linking grinds and air is essential to maintain both your adrenaline bar and momentum.

TOP TIP!

STARTS You can rock back and forth to get a turbo start or alternatively, just press forward. The result's the same.

4 PISTE SMASH SSX

Smash through this SSX logo to go crashing off-piste and miss out a huge section of bends. Make sure you cut through to the red rail near the end for a speedy grind.

Risk: 3 Return: 5 (out of ten)



SLIDING PHWOARS: Rails in deep powder are there to give you a boost, so look out for them.

COMPLETE GUIDE

COURSE 2

ELYSIUM ALPS

TOP TIP!

CASUAL JUMPS
In Show-Off Mode it's essential to sneak in a jump wherever and whenever you can. Using the boost, every banked wall is prime for a flip trick.



ELYSIUM EUROPE
46.41° North
6.46° East
vert. drop: 826m
length: 2890m
INTERMEDIATE

The emphasis is on pure racing, but with the right short-cuts you can finish streets ahead of your rivals.

RECORDS
FASTEST TIME:
04:19.10
HIGH SCORE:
150670

1 SSX CORNER JUMP

The start of the course is packed with S-shaped bends, allowing you to cut corners. The course walls are steep so you'll need a powerful jump to break free – front flips are perfect as they carry extra forward momentum and require less pre-wind. The best short-cut lies over the double SSX barriers shown here. Stabilise, leaning slightly back, for a big impact.
■ Risk: 2 ■ Return: 5 (out of ten)

AIM OF THE GAME: Cut into the corners at a shallow angle, and straighten up in line with the signs.

HAMMER IT HOME: Make sure you make the left or right signs, or you'll be bouncing off a metal pole.



INTO THE ABYSS: Yep, quite a drop on the other side. Aim for powder, otherwise it's a hard rock sandwich.

BREAK ON THROUGH: Crash spectacularly through, but remember to steady your board for landing.

2 SIGN JUMP

Shortly after the SSX barriers above, you reach a similar bend with huge billboard signs. Line up early and hit a big front flip – you'll sail past the boards and miss a large winding section of track. In Show-off mode, the same leap can nab you a red snowflake – try grinding the billboards.
■ Risk: 3 ■ Return: 6 (out of ten)



SIGN UP: Get enough air and you can even throw in a cheeky grind off the top of the billboards.

3 SSX SMASH TO CLIFF JUMPS

Want to skip a third of the course? Just after the second checkpoint, you'll spot an SSX barrier leading off-piste into the powder. Follow it, arching high until you drop blind past the trees. A steady landing is essential to line yourself up for the next jump. Boost, pre-wind hard and release early on the slope of the ramp – you should sail over the huge ravine. Stay frosty because you've got to repeat two equally mammoth jumps. The 'bridge' sections between leaps are short and winding, so expect minimal reaction times. After three cliff jumps, you'll reach a protruding log for you to slide, completing an awesome short-cut. In Show-Off mode, ignore this log and leap for the red snowflake on its right.
■ Risk: 6 ■ Return: 7 (out of ten)

DUKE OF HAZARDS: Steel yourself for some consecutive leaps of considerable size.

INBETWEENS: Don't forget to get the tricks in while you're off the ground.



DOWN TO EARTH: Make it all the way and you'll be way out in front of the chasing pack.

4 GLASS WALLS

These huge glass barriers can make or break a race. Approach the bank walls at an angle just off vertical and jump early to sail over the bars. Alternatively, use adrenaline boosts to give you an extra push. Land and cut gradually into the next bank for a fresh leap. Keep the motion smooth to traverse in an S-shaped pattern from wall to wall. It's possible to ride along the bank walls and bypass a barrier or two, but you'll eventually be forced down by obstacles. It's sometimes an advantage to follow your rivals through this section – they invariably smash a few panels and create a direct path. In Show-Off mode the orange snowflakes in this area could net you upwards of 30,000 points.
■ Risk: 5 ■ Return: 10 (out of ten)



KEEP OFF THE GLASS: Crashing through will cost you time.

SSX

COURSE 3

MERQURY CITY MELTDOWN

TOP TIP!

WATCH REPLAYS
Study your replays to look for possible short-cuts or improvements to your approach. Try watching a rival's race to steal some ideas.



MERQURY CITY
USA
40.97° North
75.20° West
vert. drop: 1354m
length: 3870m
EXPERT

A nefarious midnight track with evil short-cuts. This course rewards experimentation like no other, and is surprisingly easy to win.

RECORDS
FASTEST TIME:
02:50.49
HIGH SCORE:
113500

1 SSX HOUSE DODGE

Shortly after the double rails, you'll see a distant SSX barrier on your right. Smash it, and locate the gap on the left of the buildings. Follow this route until a thin path appears on your right. Slow down and align carefully, because a collision can cause all sorts of trouble. A nice simple short-cut.
■ Risk: 3 ■ Return: 4 (out of ten)



DOWN TOWN: The winding urban setting is worth exploring. There're some hidden paths on almost every corner.

2 OFFICE RAIL GRIND

A mind-blowing short-cut. When the path diverges left and right, you'll spot an SSX barrier in the building ahead. Align carefully, aiming for the thin rail that divides the split paths. Smash into the offices, slow down and go immediate left – or get stuck in a cubicle. Crash out of the office veering right to land on top of a hot air balloon and miss a huge section of the track. You'll feel like The Daddy.
■ Risk: 5 ■ Return: 8 (out of ten)



NINE TO FIVE: You'll save a lot of time and leave a nice surprise for the cleaners.

3 MENTAL

This is the big one. Spot the car park entrance between the track barriers and move in. Leap the first gap with jump alone – no boost. The second leap needs a boosted leap to accommodate for the short run up. You won't see the path ahead but sneaky rails link the two buildings. Align yourself a third of a path width from the left or right to make the grind (maybe use a 90° board slide jump to increase your sliding area). You'll smash through another building, emerging at a giant doughnut. Pop through its hole and keep on grinding. This takes some practice but will re-define your notion of impossibility. Be inspired.
■ Risk: 8 ■ Return: 10 (out of ten)

GAP AD: Take a right turn just before the visible yellow chevroned fencing...

MULTI-STORY: ... and follow the car park down towards the exit, you'll travel over the concrete easily.



STUCK IN THE MIDDLE: Stay central, as the rail won't be visible until you commit yourself to the leap.

4 CHEEKY RAIL LEAP

This is the big one. Spot the car park entrance between the track barriers and move in. Leap the first gap with jump alone – no boost. The second leap needs a boosted leap to accommodate for the short run up. You won't see the path ahead but sneaky rails link the two buildings. Align yourself a third of a path width from the left or right to make the grind (maybe use a 90° board slide jump to increase your sliding area). You'll smash through another building, emerging at a giant doughnut. Pop through its hole and keep on grinding. This takes some practice but will re-define your notion of impossibility. Be inspired.
■ Risk: 8 ■ Return: 10 (out of ten)



REDUCE SPEED NOW: First place doesn't always rely on flat-out acceleration...

OVER AND OUT: ... left control of your speed will get you through even the trickiest short-cut.

MESABLANCA



1 SECOND BEND JUMP

Shortly before the second bend, you'll spot a rickety 'Danger' fence in the background. To reach it, boost and jump well before the apex of the bend. You'll crash the gate and skid around a lightly marked path. Stay on your guard as a protruding log looms near. Align carefully and grind the log. It'll save time or scratch you a yellow snowflake. A big leap off the log will carry you to an alternative jump over the sunset river (and an orange snowflake). Your rivals should be way behind.

■ Risk: 3 ■ Return: 7 (out of ten)



CRUMBLIEST AND FLAKIEST: This short-cut has a high scoring return in Show-Off mode.



CRASH TEST DUMMY: The ramshackle fence offers little resistance if your speed is up.



INTO THE TREES: The path is heavily wooded, so keep an eye out for stubborn trunks that'll halt your progress.

3 SSX HIGH FLIP

Just in front of the second checkpoint, you'll swoop up a near-vertical banked bend. An SSX barrier lies just above the brow of the bank walls. To reach it you'll need to release a boosted front flip. The result is a cheeky orange snowflake and a neat time-saver.

■ Risk: 3 ■ Return: 5 (out of ten)



THAT'S THE BREAKS: You'll find 'flake multipliers above SSX signs, so try to clear obstacles with a high jump.

2 MINE RAIL GRIND

Just after the first checkpoint, you'll reach a rocky intersection with a TV bandstand above. Aim for the right path and jump timely towards the wooden panels in the floor below. If you miss them, skid hard and turn back towards the panels before you get caught on the next trail. You'll drop into a mine shaft and can grind the rails to pick up huge speed. After a short distance you'll be called upon to leap the broken mine shaft bridge. It's essential not to boost, just make a smooth jump or you'll overshoot and clutter the walls. If you make it, boost like mad and steady a huge pre-wind – the tunnel opens out above the main course with an orange snowflake on offer. Don't worry if you miss the bridge leap as you can continue on the slower path below.

■ Risk: 3 ■ Return: 8 (out of ten)



SNOW GO: Keep your speed down as the entrance to the mine comes up quickly, you don't want to hang around.



HOLY RAIL: The tracks might be busted, but they'll still give you a long grind with plenty of chance to multiply.

4 CHECKPOINT

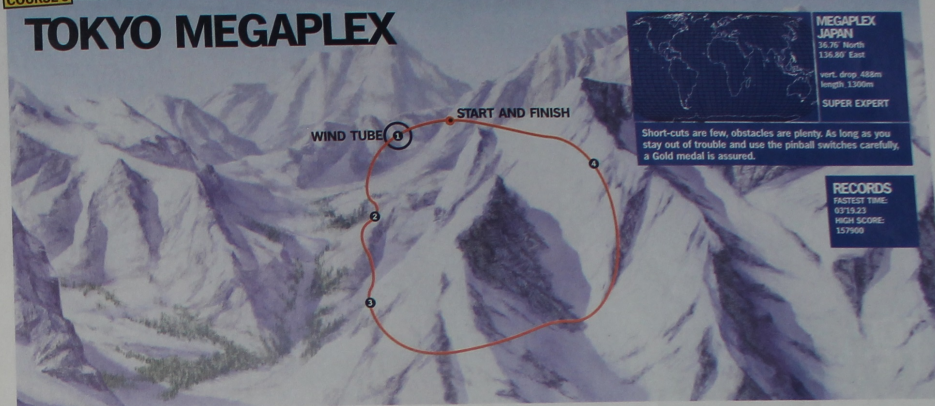
Huge winding rails enclose the paths after the second checkpoint, making your way down them can be time-consuming. Don't feel obliged to obey their path. Front flip over the rails and aim for the yellow snowflakes. With careful positioning, your landing will hit a rail below and provide a speed boost.

■ Risk: 2 ■ Return: 6 (out of ten)



GRABBING HANDS: With big air always try to maximise the multiplier by squeezing lots of grabs in.

TOKYO MEGAPLEX



1 PRE-WIND INTO FAN

After the starting line, you'll hit a huge rotor-fan tube. You get ludicrous airtime, so keep pulling grabs to increase your adrenaline bar. Take care on landing because space is tight. Wily players will land on the rails for a speed-boosting grind. In Show-Off mode, it's essential to pre-wind and release a spin before you hit the tunnel to really max out your scores – once again, diagonal twisting tricks score highest. A rail landing will grab point-multiplying snowflakes.

■ Risk: 2 ■ Return: 6 (out of ten)



DROP-IN CENTRE: Coming out of air in the right place can make the difference between Gold and Silver in Show-off.

2 JUMP TO FAN BOOST

Immediately afterwards, you'll spot a green jump ramp leading to another rotor fan. Align carefully and boost jump to hit the middle of the fan and receive a gust of air – it provides invaluable time to stock up on grab points. Alternatively, ride over the blue switch before the ramp to disable the fan. Jump as usual and crash into the short-cut tunnel below.

■ Risk: 2 ■ Return: 5 (out of ten)



BLOW UP: As well as causing pain, the courses can also lend a welcome helping hand.



HOW HIGH?: With the fan on you can make the most of the air time.

3 GREEN SWITCH HIT

The huge pinball bumper posts can really screw up your racing line, so why not disable them with the floor switches? The green switch shown here removes the whole section before you. Use the open banks to score even more tricks. This is essential in Show-Off mode.

■ Risk: 1 ■ Return: 7 (out of ten)



POINT AND CLICK: The forest of bumpers will seriously hamper your progress.



CLEAN AIR: Without them it's a simple downward slope to the next section of the course.

4 GET RED WITH SWITCH

In Show-Off mode there's an easily reachable, though not entirely obvious, red snowflake to be snaffled. Instead of leaping onto the panelled glass roof with the SSX barriers, continue along the bottom layer of the track. Weave through the bumpers as shown, heading down the middle towards the switch illustrated. Clip it track. A pneumatic ramp rises from the floor. Boost hard and hit a mega-jump to crash through the glass roof towards the red snowflake above. You can grab over 25,000 points with a well timed flip, which really takes the pressure off.

■ Risk: 3 ■ Return: 9 (out of ten)



PUSH THE BUTTON: There're plenty of on/off switches in Tokyo Megaplex.

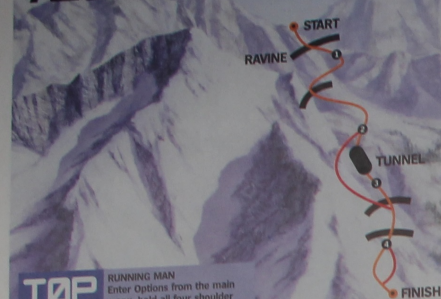


MIGHT AS WELL JUMP: ...in Show-Off they can help, but during races they can be a royal pain in the arse.

INTO THE RED: These are the targets if you're going to get anywhere near Gold.

COURSE 6

ALOHA ICE JAM



TOP TIP!

RUNNING MAN
Enter Options from the main menu, hold all four shoulder buttons and press $\odot$, $\odot$, $\odot$, $\odot$. Enter a race and age is disabled...

ICE JAM HAWAII
18.84 North
155.57 West
vert. drop: 1132m
length: 2764m
SUPER EXPERT

The last, but surprisingly easiest track. The CPU boarders make a lot of gaffs, so success depends on your ability to make split-second ravine leaps.

RECORDS
FASTEST TIME:
01:58.11
HIGH SCORE:
0/8

1 SSX BARS

After the first ravine drop, you get two corner-cutting SSX logos to burst through in quick succession. Take them.

■ Risk: 2 ■ Return: 6 (out of ten)



SOLID SCRAPE LOGIC: Avoid the totems along the route, they're built very solidly.

SPLIT DECISION: Pre-wind for the leap, pick your spot to break through, then take advantage of the air.

3 BIG TIP

Dodge the bollard that moves left and right to enter the glass tunnel. A pneumatic jump pad pops up and allows you to launch a huge boosted jump into a tunnel deep below – where another trick boost and mega-jump awaits you. Looks great, saves time.

■ Risk: 3 ■ Return: 7 (out of ten)

OFF THE WALL: Hold on to your lunch, you'll be dropping down onto a sheer snow slope...

FREE FALL: No parachute available for this route, unfortunately. Nice fireworks, mind.



THAT WAY INCLINED: This is about as steep as it gets on the Aloha course, so make the most of the ride.

2 RAVINE RAIL CROSS

Ignore the glass tunnel and carve sharp right. After the small drop, continue the start line to get a head start. Follow it until it drops away and heading right to the thin overground path. Follow it until it drops away and heading right to the thin overground path. Follow it until it drops away and heading right to the thin overground path.

■ Risk: 6 ■ Return: 7 (out of ten)



GOING DOWN: Always remember that the most obvious route is not always the quickest.

ABOVE THE RIM: Getting high's a top way of appreciating the courses dynamics – just look at that grandstand.

4 SSX LEFT TUNNEL

After the final ravine jump with the red/black bars, duck left to hit the SSX sign. It takes you through a winding tunnel full of pipes. Jump them and collect the trick boost at the bottom.

■ Risk: 1 ■ Return: 5 (out of ten)

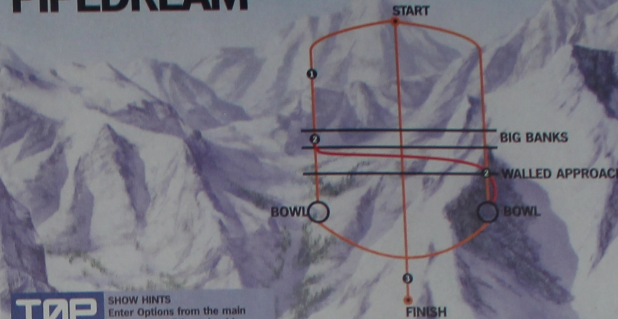
SNOW DROP: You'll build up some fearsome speed on this sheer downward slope.



SPOT ON: Miss the grind and you'll find yourself at the bottom of a rather nasty ravine.

HIDDEN TRACK

PIPEDREAM



TOP TIP!

SHOW HINTS
Enter Options from the main menu, hold all four shoulder buttons and press $\odot$, $\odot$, $\odot$, $\odot$. Disable the hints list by repeating the move.

PIPEDREAM ENGLAND
52.17 North
0.57 West
vert. drop: 870m
length: 1490m
SUPER EXPERT

Unlocked by gaining medals on the first five Show-Off tracks. This is a surreal, rail-punctured trick fest. Difficult but with mind boggling trick potential.

RECORDS
FASTEST TIME:
N/A
HIGH SCORE:
0/5790

1 RED LOOP

If you miss an opportunity to score big, you'll never get the Gold. Fact. You need to hit the 360° rail loop near the start line to get a head start. Veer right (or left) after the start and slip into one of the branching paths. Follow them to the course wall, sneaking in a quick jump or twist on the flat to gain some boost. Then turn left, near to the right-hand side wall, keeping an eye on the loop beneath. Don't scream downhill but edge gingerly towards your target to ensure careful alignment. Try to hit the rail side-on and keep correcting your path throughout the loop – use that boost to lock you in position. Leap off and claim 25,000 points plus.

■ Risk: 2 ■ Return: 8 (out of ten)



HONEY NUT LOOPS: This all depends on the run-up to the rail as we've said, and it's important that you've got enough in the adrenaline tank to get you all the way round without dropping onto your head.

2 MEGA SWITCH SECRET

This is as obscure as things get. Head down the first track section until you reach the back-to-back vertical-drop walls. You need to be heading in from the furthest right-hand side near the wall. Boost a front flip to hit the vertical wall near the top – the camera will reveal a black teddy bear icon on the wall opposite. Sweep down the wall and front-flip onto the teddy, which will disappear. Continue as usual to the next section and head to the upwards rail on the far left side. Boost up the rail to hit a blue tunnel emerging on top of some excellent ice trick bowls. Spend a minute here doing half-pipe style flips. Leave the bowl using the boost alone, and jerk the joystick as you leave the lip. Keep circling the bowl until you magically disappear. Now all you've got to do is survive the wormhole tunnels...

■ Risk: 6 ■ Return: 9 (out of ten)

ANTI-GRAVITY: Start your impossible mission by boosting up the pipe...

SWITCH IT: This'll take some doing, but a combo of speed and timing will nail it.



SPIRAL TAP: This is a bit of a strange descent. It'll seem very disorientating at first.

3 LAST MINUTE TRICKTIP

If you've reached the end of the track and are short of your points target, don't give up. Use the last bank with the orange snowflake like a half pipe, and build up speed to ride back up the slope. Keep alternating this motion, pulling tricks at the apex of both slopes. Keep your finger on boost and upwards of 40,000 points could be yours – the difference between medal placings.

■ Risk: 2 ■ Return: 7 (out of ten)



BASIN CUT: Using every last second of your time limit will help you achieve the medal targets.

COMPLETE GUIDE

HIDDEN TRACK

UNTRACKED

NO MAP?

there's not a lot of point in mapping untracked, it's there for you to explore, although we can tell you there's an impressive cavern system that's well worth a look...



UNTRACKED
UNKNOWN
77° South,
77° East
vert. drop 2700m
length unknown
SUPER EXPERT

No medals, no trick bonuses, just you and your board and acres of cold powder. Leap out the helicopter and work all of that edgy competitiveness out of your system.

RECORDS
FASTEST TIME:
n/a
HIGH SCORE:
n/a

1 CUT LOOSE

OK, you've got us. We've been holding this one back. This is the super-secret prize for snatching Gold on the Aloha Ice Jam. It's not immediately obvious when you've unlocked it, as the course only exists in the Free Ride mode. Just for once, forget about the short-cuts and your aggressive rivals and cut loose on the mother of all powder mountains. Let your imagination run riot and your spirit dance free. If that's what wets your whistle.



APACHE DROP-OUT: The inaccessible nature of the run means that the only way onto the summit is via air support. Strap yourself in and prepare to take a leap into the unknown.



HIGH HOPES: The ride manages to be thrilling and relaxing at the same time.



AIR FLICK: The amount of drops gives you plenty of time to experiment with grabs.



FREIGHT NIGHT: The mountainous view is quite breath-taking from your airborne perch.



OUT ON A LIMB: There are still plenty of grinding opportunities. Fallen trees make ideal rails.



OFF-PEAK: Even if you blow a flip, you're guaranteed a forgiving landing in the dense powder here.



VIRGIN AIR WAYS: The snow's untouched, the only trails on this baby will be yours.



PINE BARRIER: The only obstacles in your way are monster pines that tower over the snow.

Thunderhawk
OPERATION PHOENIX

the **ultimate** flying machine



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Real Pictures taken during test flight.

CORE

PlayStation 2

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TEKKEN TAG TOURNAMENT



TEN STEPS TO SUCCESS

These hints could be the difference between limping away in shame or gloating over the number of teeth your latest victory has cost King.

1. PROPER SIDESTEP

One of the finest methods of attack is defence. As soon as the enemy starts to advance, duck to the side (left or right) and the shoulder buttons for instant moves, then launch straight into a throw. The surprise element will have them on the floor in seconds.

2. THE PERFECT THROW

As a method of attack these are wonderful but they can be countered fairly easily. Make sure you know all the throws from every direction, as chucking variety into your attacks will make them more successful and harder to evade.

3. AVOIDING THROWS

For any chance of avoiding a battering, get used to avoiding throws. This can be quite hard if you're playing against an expert so take extreme measures. The best idea is to spend the entire fight in a crouched position, using low attacks and the occasional sweeping move for diversity.

4. CHEESE IT UP

OK, so a fighter with your prowess doesn't want to resort to cheese moves, but you'll be amazed how useful they are when it comes to destroying a good player's rhythm. The most annoying thing you can do is a quick ankle kick over and over again. Soon enough your opponent will lose their zen-like, steady discipline, make a foolish mistake and pay for it... Deadly.

5. TIME YOUR TAGGING

Get used to tagging. Unlike games like Dead Or Alive 2, TTT only gives you one bite of the cherry - as soon as one fighter loses their energy you lose the round. If you're close to losing all your energy then tag immediately to your other fighter. Learn to keep one eye on the energy bar at all times.

6. REACTIONS

Occasionally you'll try a move which fails. Normally you can get away with missing these but against a good player you'll leave them with ample opportunity to attack. It's vital you hit back as soon as possible, so get ready to throw a quick slap or kick the instant you realise you've missed the big move.

Crossing a river with two ropes, a tyre and a plank? Pah! Work on your team-building skills with our guide to Tekken tagging strategies instead.

Publisher: SCE Developer: Namco Price: £44.99 Players: 1-2

Okay, so it's little more than a reissue of Tekken 3 with much improved graphics and a fantastic new tag option but this is easily the greatest beat-'em-up on PS2 with the best, most varied cast of combatants of any fighting game.

Graphics	Art-abstract and seriously refined Namco visuals	08
Sound	Thrilling soundtrack and bone crunching effects	08
Gameplay	Classic Tekken scuffling with added tagging fun	07
Life span	Loads of moves to learn and tons of secrets to uncover	

PlayStation 2 VEROCT

7. FIGHT IN PAIRS

If you want to be ultra efficient about knocking the crap out of your enemies, try to use similar characters in the tag fights as, more often than not, they have special moves which, with their comparative styles, enable greater interaction between the tag team.

8. COUNTERS

These are hard to get right so spend a few hours in the practice arena and your game will improve massively. The best time to counter is when your opponent is set to launch one of their signature moves (watch for the tell-tale animation). Their confidence will be shaken if it looks like you're countering with ease.

9. USE COMBOS

Often these are so hard to use that only the real top rank gamers will try them. Work hard at remembering two quick combos and throw them randomly into a bout. This will cost your opponent a lot of points as well as putting the fear of the Fighting God into them.

10. GAIN THE EDGE

One of the finest ways to beat folk is to use your gob. You shouldn't underestimate how effective a few verbal taunts can be. Try classics like "Do you want some crackers with that?" (for a cheese player), or suggest "I could beat you with Tetsujin".

MOVES KEY

Lp - Left punch
Rp - Right punch
Lk - Left kick
Rk - Right kick
f - Tap → once
b - Tap ← once
d/b - Tap ↙ once
d - Tap ↓ once
u/f - Tap ↗ once
u - Tap ↑ once
u/b - Tap ↖ once
F - Hold stick forward
D/F - Hold stick down/forward
B - Hold stick back
D/B - Hold stick down/back
D - Hold stick down
U/F - Hold stick up/forward
U - Hold stick up
U/B - Hold stick up/back
N - Neutral joystick position (Joystick is not touched)
SS - Sidestep (L or R)
QCF - Quarter circle forward (Circle stick from down to forward)
QCB - Quarter circle back (Circle stick from down to back)
HCF - Half circle forward (Circle stick from back to down to forward)

HCB - Half circle back (Circle stick from forward to down to back)

LINKING & SPECIAL CONVENTIONS

+ - Moves must be done together
- - Moves must be done right after the other
- - Or (When used between two moves, they are optional)
- Moves following the # has the option of being delayed
- Hold movement preceding the # until end of string or until N (Neutral)
FC - Do move during full crouched position
WS - While standing up (Returning the stick to neutral from a crouch)
RN - While running
BK - Back facing the opponent
FD/FT - Lying on the ground Face Down/Feet Towards opponent
FD/FA - Lying on the ground Face Down/Feet Away from opponent
FU/FT - Lying on the ground Face Up/Feet Towards opponent
FU/FA - Lying on the ground Face Up/Feet Away from opponent
CH - Major Counterhit (Hitting your opponent during their move)
[] - Brackets surrounding an item indicate an optional output
{} - Brackets indicating moves grouped together
() - Cursed brackets indicate buttons needed to break a throw
| - Pause 1/3 a second between button presses (Timing timings only)

TAG TACTICS

Some people saw it as a gimmick but Tekken's new tag system makes perfect sense. In the ongoing soap opera that is the King of Iron Fist Tournament, there's nothing more enjoyable than seeing the Mishima boys going up against the Williams sisters, or getting Lei and Law on the same team. To get the most out of it, though, you'll have to learn a completely new set of skills - and as with all other aspects of Tekken, certain things are more difficult than others. Here's some essential advice...



INTERMEDIATE TAGGING

At first, it's enough to just keep an eye on your energy bar and scout when you're looking unhealthy. But keep the following in mind...



'ANGRY' TAGS

Just hit a shoulder button to tag normally. If your active character's taken a few hits, the partner they tag in will be understandably riled, and their first couple of hits will do extra damage. This is the 'Netsu' system - you can tell when it's active, because the inactive fighter's energy bar will be flashing red.

ADVANCED TAGGING

By this point, it's not enough just to conserve your energy - you'll have to learn to use your tags offensively.



RUN-INS

Instead of just strolling in and standing there like a goon, try launching your second character across the screen first. As your first character moves off the screen, start inputting the controller movement for one of your second character's dash moves - Lei's Rush is ideal.

EXPERT TAGGING

These techniques aren't that damaging, but at the highest level of play they'll minimise the amount of time you're vulnerable while tagging.



JUGGLING

Hit tag immediately following a juggle starter - that's any move that knocks your opponent into the air. Your first character will duck off, and your second will charge straight in, hopefully in time to get a juggle combination. If your first fighter completes his move, pauses, then tags out, you've timed it wrong.

TAG THROWS

A few partnerships have team-up attacks - detailed on the right - but every character has at least one taggable throw. Hit tag immediately following a move like Law's Knee Lift, and your partner will run in from the opposite side as your opponent falls, letting you get an easy hit in while they're still on the ground.

TEKKEN TAG TOURNAMENT THE TOP TEAM-UPS

So, you've been challenged to a fight by an afro-sporting Capoeirista and a wooden dummy. You scour the bar for help but who do you call on? The cyborg? The kangaroo? The emaciated girl with a wolf floating behind her? Make the decision easier with our guide to the best tag partnerships...

10 GUN JACK/JACK-2



The slowest team in the Tekken world but still surprisingly effective. Jack-2's Baseball Slide is a good sneaky low hit when he tags in, and the Kossack Dance is handy for annoying people. Lead with: Either Rp+Rk tag. Gorilla Press - Back Breaker

9 HWOARANG/BAEK



The Michael Flatley of the game, providing hours of annoying leg-falling. They might seem a bit too similar, but Hwoarang's switch-stance can often surprise an opponent. Lead with: BaeK Lp+Lk tag. Human Cannonball - Neck Snapper

8 LING/PANDA



Two contrasting characters, but they can both play an irritating game. Use Ling's Front Layout and Flower Dance to dodge opponents, then juggle them mercilessly with Panda's low swipes. Lead with: Ling forward-Rp tag. Human Hurdle - Bear Hug

7 KING/ARMOR KING



The Lucha Libre wrestlers are very similar in style but King's slightly better - he's got an unblockable Moonsault and better chain throws. Still, Armor King's Shin Dropkick always works nicely. Lead with: King b+Lp+Rp tag. Irish Whip - Body Slam

6 KAZUYA/JUN



Against intermediate players, these two sisters can be match-winners. Try Anna's Fake Kick, or keep them off-balance with Nina's side-step slaps. Lead with: Either qd+Lp+Rp tag. Palm Strike - Reverse Shoulder Pop

5 ANNA/NINA



Against intermediate players, these two sisters can be match-winners. Try Anna's Fake Kick, or keep them off-balance with Nina's side-step slaps. Lead with: Either qd+Lp+Rp tag. Palm Strike - Reverse Shoulder Pop

4 BRYAN/GUN JACK



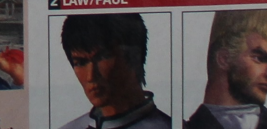
Bryan's always a handy character and he's got some fast, brutal combos and nasty sidestep techniques that combine well with Gun Jack's full-frontal power. Lead with: Gun Jack Lp+Rp tag. Bravo Knuckle - Fisherman's Slam

3 MICHELLE/JULIA



Michelle's quite nippy on her feet, but Julia's the better fighter - her Mad Axe Throw is a perfect example of her skills. Lead with: Julia b+Rp tag. Arm Whip - Lariat

2 LAW/PAUL



Paul's sweeps and power punches are the perfect foil to Law's staccato jabs and high-flying kicks - they're both strong characters in their own right, and they happen to be mates as well. No lead

1 LING/JIN KAZAMA

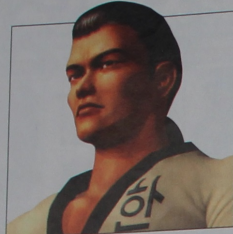


The perfect combination of finesse and skilled brutality. Ling can string together unbelievable combos. Jin's strength is his rapid power-punches. Lead with: Ling f+Rp tag. Human Hurdle - Stone Head

COMPLETE GUIDE

MOODY MASTER Baek Do San

Extremely proficient in the Tae Kwon Do martial art, Baek is destructive in the hands of a button basher, but deadly in the hands of an expert. Baek was one of the finest fighters in Tekken 2, with a great range of moves. Primarily all these attacks come from his feet, with many incredible moves being fairly easy to pull off. He's still relatively underused though, with many players opting for Hwoarang's more 'showy' style. Playing as Baek is a treat if you're good at remembering three or four string attacks. If you have to play against him though, here's some sound advice you might want to remember: stay back and wait for his lunging attacks. Practice evading him and following up with sideways throws for the shortest route to success.



NEW COMBO!

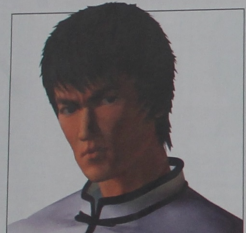
Starting off with a couple of punches, Baek soon turns to his feet. It doesn't take too much learning, but opponents will learn to sidestep out of the way if you over-use it.
 (○, ○) F, F+○, ○, (○), D+○



NEW MOVE! SWORDFISH THROW (○+○) tap K+○+○

FLAMING DRAGON FOREST LAW

Using the Jeet Kun Do style of Kung Fu, Forest Law can be one of the most rewarding fighters in the game. Somersault kicks... Mmm. Based shamelessly on Bruce Lee, Law is one of the best fighters for a beginner as most of his moves are fairly quick and simple to pull off. Because of his power and ease of use, Law is also well-known as being the first port of call for all cheese fighters, so if an unworthy opponent picks this guy, then you'll know exactly what to expect. For the more experienced player he offers a lot of scope too, with some incredible punch chains. And yes, he does have the One Inch Punch made famous by Bruce. Film fans will also appreciate the appearance of the Game of Death outfit.



NEW COMBO!

You can juggle this combo for ages once the main thread is complete. Simply press the punch buttons and you'll frustrate your opponent into submission.
 FC, U, N+○, ○, b+○, ○, ○, b+○



NEW MOVE! JUNKYARD COMBO b+○, ○, ○ [Tag]

BLOOD TALON HWOARANG

Much like a younger version of Baek, he's absolutely ruthless when played by someone who mixes his moves. Have fun with the feet... A student of big, bad Baek, this goggle-wearing artist is a tremendous fighter. His throws work exceptionally well at destroying the energy of his opponents. Use a lot of sidesteps and throws to disrupt the other player's rhythm. If you're facing him, avoid getting a sound beating by approaching the fight as you would against Baek – keep your distance and attack with well-aimed long kicks for chopstock perfection. Using for an Hwoarang with his teacher makes for an efficient, and formidable, tag team. But just watch out for Baek's end moves to see their true relationship. Hmm...



NEW COMBO!

There are only a few times the fighters contact with this combo but get it right and you can guarantee the final contact will be your opponent hitting the floor.
 (○+○), f, N, d, D/F+○, ○, ○



NEW MOVE! LIFTING LEG KICK [Tag] Juggles BK (○) [Tag]

KING OF THE IRON FIST HEIHACHI

The ideal all-round fighter. He's armed with a good range of simple moves, with Specials that are readily accessible to most Tekken adepts. Heihachi is one of the few characters to make an appearance in every game. But with hair as utterly stupid as his, we're more than happy to see him in Top. Even though he's very old he's a wonderful fighter who's equally skilled with hand or foot. His double fist attack is incredibly easy but critically effective. Playing against him is tough due to his astounding versatility (admirable for such an old fellow), although he does have some slight delays in finishing his attacks which can be ideal for slotting in a couple of kicks to the skull as he recovers. Team him up with Jin for a deadly partnership...



NEW COMBO!

This starts with a double punch which softens up the unlucky recipient. From here there's some fairly tricky pad work until it finishes with three fantastic punches.
 f, N, d, d/f+○, d/b+○, ○

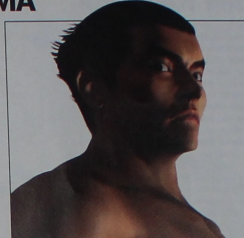


NEW MOVE! DARK THRUST Stuns on counter attack WS+○

TEKKEN TAG TOURNAMENT

MAN, HE GOT DA DEVIL IN HEEEM KAZUYA MISHIMA

In all of his guises Kazuya is one of the Tekken greats. Replaced controversially by Jin in T3, this is a triumphant return. Kazuya mixes up a shocking blend of strength, speed and variety to perfection. He's got an incredible range of moves, including some very tricky combos balanced by an equal amount of pleasingly simple-to-do tricks. Start with light punches then go straight for the heavyweight attacks. His range of kicks make it very tough to get close to him during a fight – use as many long range attacks as you can. In a direct competition we reckon Jin would just about edge it. Only just, mind, as Kazuya is a similarly-matched fighter and definitely one to head for if you're starting to get bored of Jin's style.



NEW COMBO!

At first glance this looks close to impossible to pull off but learn the moves and things soon get a lot easier. This is one of the most effective combos and will put the opponent on the floor.
 f, N, d, d/f, f, ○, ○, f, N, d, d/f, f, ○, d/f+○



NEW MOVE! DEMON GUT PUNCH tap S+○

SUPER COP LEI WULONG

Lei offers something for every style and taste of Tekken gamer, with great accessibility for newcomers and a vast array of moves for the more seasoned gamers among you. The character of Lei Wulong is yet another example of Namco looking to the world of cinema for inspiration. This Jackie Chan-like moves gracefully (even when doing 'The Drunken Master') but packs some of the most stinging surprise assaults in the game. His huge range of Kung Fu moves (Crane, Tiger, Snake etc) can be fantastically useful but often take too long and leave you open to a counter or worse. His 'Playing Dead' technique is great at keeping your enemy on their toes. Try to stay low when playing against him and get crack if he moves into one of the stances.



NEW COMBO!

Lei's combos are a little disappointing to use as they are fairly easy to break out. This is one of the best as it's fairly short but gives a lot of damage for the money.
 (f, N+○) d+○, ○, ○, ○



NEW MOVE! SWAYING DRUNKEN PUNCH [DRUNK STANCE] back+○ [Tag]

ANGER OF BEAST KING

Initially, everyone button bashes in Tekken, but King's long-winded throw system demands a more precise approach to get the best results. King is an odd fighter indeed. In the hands of a newbie you should easily be able to take him out, so long as you don't expose yourself to his well-constructed counter-attacks. In the hands of an expert, however, playing him becomes very different. He'll take advantage of the smallest chink in your armour, so keep on the move, and keep sidestepping in and out of the screen to avoid falling victim to a beautiful, but cataclysmic attack. A wrestler by trade, his moves rely more on throws and holds than out-and-out attacks, so try to remember that when you pick him. Which you certainly will.



NEW COMBO!

A true killer. This should dispatch your target to the tournament in the skies without question, as both feet and a fist are combined. It's very hard to use though.
 f, f+○+○, f, f+○+○, d+○+○, FC+○+○, ○



NEW MOVE! ELBOW SMASH/SHIPE tap J/forward once+○+○

PLAYFUL TEENAGE GIRL LING XIAOYU

The little 16-year-old with a love of amusement parks might look like she'd snap easily, but she hides a formidable range of kicks and throws. Some rate Xiaoyu as the finest player in the whole game. In the hands of someone who knows her special moves and combos intimately, she's damn near impossible to beat, which is great for you but utterly infuriating for your opponent. Incredibly fast, few fighters can get close to her and even when she's facing away from her opponent she has an infinite move which'll soon drain the poor sap's energy. Don't hang around when taking her on – get in with hard kicks and punches early as her blistering speed is sure to cause you more than a few problems if you hang around.



NEW COMBO!

This combo exploits Ling's speed. It relies on a lot of quick button presses, but if you get it right the enemy isn't going to break out of it very easily.
 d/f+○, ○, ○, ○, f, f+○+○, ○+○



NEW MOVE! FLAMINGO HIGH KICKS, (BK) b. SIDESTEP+○



HOT BLOODED MARTIAL ARTIST

PAUL PHOENIX

Paul doesn't have the largest range of attacks but what he does offer is capable of rendering the enemy incapacitated in a matter of seconds.

Paul's a controversial fighter. On one hand, he's detested by the internet community as the captain of cheese – which is a little unfair as a great Tekken player can really get the most out of this Cisco scrapper. On the other hand though, we've heard that the old guy's a bit of a favourite among the gaming elite at Namco.

For a 40-year-old he's one of the strongest fighters in the game, with his heavy punching and huge kicking quickly able to flatten the energy bar of anyone foolish enough to go toe-to-toe with the ex-bouncer. He is slightly slower to compensate, so try to remember that.



NEW COMBO!

A rather hard combo which will take some practising. Once perfected though, it's worth using just as your opponent is ready to pull the final punch as it'll turn the bout.

[u/f+q] @, @, d+@, @



NEW MOVE! THUNDER LIFT/PALM Juggles WS+@

FROZEN SHOWGIRL

NINA WILLIAMS

One of the original fighters and one of the toughest. After a poor remix in Tekken 3, she's back to her deadly best.

Irish assassin Nina is extremely fast on the attack and also one of the finest defensive characters in the game. She can block and evade superbly then counter with a huge range of move and stringed combos that do extensive damage to opponents.

One of her real strengths is the sheer distance that she can lunge from, thanks to her incredibly long – and might we say slender – legs. If you come up against her try to wait out your opponent until they dive in for the kill, then perform a quick sidestep – a throw should be your first move. Oh, and be sure to watch out for those vicious long-range kicks.



NEW COMBO!

A sudden attack. Throw the opponent through the air then, when you've got some distance between you and them, dash towards and grapple.

f, F @+@, d/b+@, @, d/f+@+@, d, D @+@



NEW MOVE! DOUBLE SHOTS SS+@, @

FATAL LIGHTNING

JIN KAZAMA

Using a similar fighting style to his granddad, Heihachi, but with slightly more emphasis on kicking, Jin is arguably the finest character in the game.

The son of Kazuya Mishima and Jun, his style has elements of both his parents, making him a fighter with both brute strength and speed. He can quickly take you apart with one or two short combos, so avoid a face-to-face confrontation with him if you want to last the distance.

When choosing him as part of your own tag team, try to use his multi-level attacks as these are close to impossible to defend against. If you're inexperienced with Jin, concentrate on stringing together a few of his lightning quick punches to produce a killer short-range attack.



NEW COMBO!

A mid-range combo with both fist and foot. Like most fighters in TTT it's the feet that do the damage – but get the fists right, otherwise the combo won't come off.

f, N, d, d/f+@, d/f+@, @



NEW MOVE! CORPSE THRUST tap u+@

MASKED MAULER

ARMOR KING

A Mexican Lucha Libre style wrestler who was once King's greatest rival. He retired after Tekken 2 because of an injury. But now he's back...

This is one of the stranger fighters as he doesn't really differ that much from the main character, King. Armor King's fighting style is a mixture of wrestling moves from around the globe – watch him pinning opponents to the floor and you'll see influences from Mexico, Japan and the USA creeping into his repertoire.

As you'd expect, you will need to get in close with Armor King to make use of his complex grappling techniques (sidestepping is a good way to avoid counters) and for this reason alone he's probably not best suited to beginners.



NEW COMBO!

Soften them up with a few kicks to the skull then get grappling. For a flourish, finish off with a contemptuous fling into camera. How very cool.

@, @, @+@



NEW MOVE! SATELLITE EXPLORER [WR, f, f, f] +@+@

TEKKEN TAG TOURNAMENT

UNCOVER THE SECRETS

Fans of the Tekken games know all about Namco's love of slipping in some grand secrets. Think of this as your treasure map.

Mokujin/Tetsujin

These characters are unlocked when you've completed the game with ten different fighters. Once they're available you need to press @ to bring up Tetsujin (the metallic fighter). Pressing any of other three buttons will bring up the variations of the original Mokujin. If the randomly-chosen fighting technique doesn't suit you during a game, press the tag button and wait 15 seconds before bringing Mokujin/Tetsujin back and he'll be using a new fighting style.

Gold Tetsujin

To unlock this shiny Tetsujin you have to play, and win, ten consecutive matches. The next time he appears he'll be a dull gold rather than the usual metal he usually is. This cheat doesn't save onto memory card.

Angel

Once Devil is available, press @ as you choose him and

you'll be rewarded with the angelic, feminine version of the character.

Tiger

First open up more than ten characters (enough to give you the Theatre Option), then go to the Character Select screen and highlight Eddy Gordo. Now press the @ button and you'll have the fly dude. Just watch his gold chain sway. Ace.

New Outfits

Unlike the last game where the really fancy outfits had to be unlocked by playing as a character a certain number of times, all the outfits are available to wear from day one. To get the costumes from T3 or T2, use Right Punch or Kick to wear them. Occasionally, some characters have a fifth costume – Xiaoyu, Law, Kazuya and others – which can be accessed by pressing the @ button. The new Tekken Tag outfits are available by using Left Punch or Kick to start the game.

Tekken Bowl

Hidden deep in the bowels of the game is a truly bustin' ten-pin bowling game. This can be accessed once you've opened up Dgn – the new options appear in the Main menu. Follow the exclusive advice from Masafumi Kimoto (the man behind Tekken Tag) and go for Paul for your first character, followed by a Corned up First character, such as Xiaoyu.

Gallery Mode

If you manage to pull off a stunning move, there's a screen grab option which, when activated, takes a perfect image of the on-screen scrap. This is unlocked by opening Devil in the Arcade mode. When you want to take a shot, quickly press @, then go to the Screen Capture option. This will show you a clean shot of the action. Press @ to grab, then head for the Gallery mode to revisit your past glories.

Tag Grab

To perform a tag throw with both characters, press Right Punch and your Tag button together. This'll hurt your opponent into the air. They'll then land badly, just seconds before your tag partner lands squarely on top of them.



SPACE NINJA

YOSHIMITSU

"I wanna be the guy with the sword!" Those new to the Tekken way of things invariably plump for the space ninja. And who can blame them?

Neglected by many experienced Tekkenites because of a beginner's inevitable button-bashing success with him, Yoshi is still a character with immense depth.

One problem he does have though is the repetitive nature of some of his attacks – you can start digging into the opponent only to find yourself in a loop and your rival ready to pounce. This is why it's probably best to try and pair him up with a character that's a demon juggler (Paul, Law and Xiaoyu are three good examples of this), who can muscle in and save his metallic ass when he gets into trouble. Try a Yoshi/Kunimitsu combo too.

NEW COMBO!

Yoshi has some great kicks so soften up your opponent with a few before launching yourself into one of the finest grapples the game has to offer. This looks a treat too.

@, @, @, @, @, @, @, @, @+@



NEW MOVE! CYCLONE LIFT d+@+@

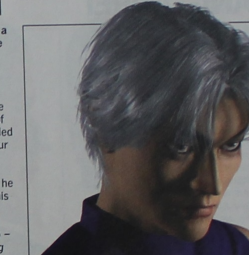
SILVER-HAIRED DEVIL

LEE CHAOLAN

Looking like Andy Warhol and sounding a bit like Grandpa Simpson (if it's possible to have such an unlikely combination), Law's alter-ego is not a fighter to mess with if you value your teeth staying in your mouth.

One of the greatest Tekken crimes was the disappearance of Lee after the first King of Iron Fist Tournament. Although only included as a bonus character, he soon found favour as one of the best fighters in the game among the Tekken elite.

Lee has a good range of moves, but he really comes into his own when you get his speedy feet involved (he was based on Marshall Law after all). Watch out for him driving the convertible in the arcade intro – that's how important Namco's Tekken Tag development team now feel he is.



NEW COMBO!

Like most effective combos this one starts with a few decent kicks. Vary the height to make it hard to defend against, and finish with a kick which goes straight through the opponent.

D+@, @, @, @, @, @+@, @, @, @, d/b+@+@, u/f+@+@



NEW MOVE! SILVER HEEL [HIT MAN STANCE] b+@ [f] @ [Tag]

BEACH BUM

EDDY GORDO

The king of button-bashing is back, and he's brought Tiger (as a hidden costume/character) along with him for the ride. In the hands of a master this guy will rip you apart.

Eddy, or his '70s alter-ego Tiger, is one of the most frustrating characters in the game. But he can be a truly magnificent fighter in the hands of someone who wants to take the time to learn how to string together combos, rather than merely repeatedly banging the kick buttons.

In the hands of a newbie he's just a pain, using leg attack after leg attack. To play against him stay clear when he goes down onto his hands as he's about to start a series of kicks. Eddy is the perfect character to show off with and is more than capable of pulling off excellent combos.



NEW COMBO!

Eddy's one of the best fighters for creating your own combos. With a few kicks he'll soon get enough speed and rhythm up to take out any enemy.

@, @, @, @, @, @+@, @, @, @, d/b+@+@, u/f+@+@



NEW MOVE! BACK HANDSPRING [HSP] @+@ [B] @



COMPLETE GUIDE

STEEL-HEARTED ATTACK ROBOT GUNJACK

Okay, so he's the slowest fighter in the game but what do you expect from the world's most advanced military fighting robot? Thankfully, his power more than makes up for a lack of speed.

Everyone remembers Gunjack's tear-jerking end movie in Tekken 3, right? Well don't let that fool you into thinking he's a robot in touch with his feminine side – Gunjack's punches are so bloody powerful that not many fighters can take one on the chin and live to tell the tale.

When you fight against him try the circling technique – where you sidestep around him throwing in the occasional punch – as this will keep you out of the way of his attacks and give you plenty of scope for striking back.



NEW COMBO!

Because Gunjack's so powerful you don't really need that big a combo to cause a huge amount of damage. Just a few kicks to the head and a big throw is all that's required. (f, N+) d+⊙, ⊙, ⊙, ⊙, ⊙, ⊙



NEW MOVE! MEGATON PUNCH b, d/b, d, D/f+⊙

BIRDWATCHING, BATHING BABE JUN KAZAMA

A survivor from Tekken 2, Jun left the series to sire Jin along with her husband, Kazuya. Looking at TTT, motherhood hasn't slowed her.

Jun has a unique fighting style, with a heavy reliance on punches and a huge dose of Aikido she can grapple her way out of most situations. Of special note is her skill at the counter – turning a defensive move into attack – and has some very good (and very painful) locks and some excellent throws.

When you fight against her try not to use too many moves which leave your hands and feet vulnerable, as a good Jun fighter will grab them and have you on the floor in seconds. Jump in, hit, then jump back out.



NEW COMBO!

A rather hard combo which will take some practising. Once perfected though, it's worth using just as your opponent is ready to pull the final punch. It'll turn the bout. (f, WS) +⊙+⊙, ⊙+⊙, S, f+S+⊙+⊙



NEW MOVE! MOON SCENT (WS+⊙, FC, b+⊙)

MUCKY BIRD MICHELLE CHANG

She's one of Tekken's wonders – we wonder why they brought her back. She's very fast, but not particularly exciting. If you want to get anywhere with Michelle you really need to put the effort in – as a quick-blast scrapper she offers almost no instant reward as few of her combos are readily accessible.

When you do play as Michelle, make good use of her legs as her long kicks are quite phenomenal. Against her, exploit her weak defenses and slow recovery time by piling on plenty of high/mid attacks.



NEW COMBO!

Here's another combo which really works because of the speed of the attack – it will take some practice to get right though, so work on it. d/f+⊙, ⊙, ⊙, ⊙, f, f+⊙+⊙, ⊙+⊙



NEW MOVE! FLAMINGO HIGHKICK S, (BK) b, sidestep+⊙

WISE OLD TRICKSTER WANG JINREI

Looking rather like a certain character from a certain Sega fighter this old guy is a tricky one to master, but definitely worth the effort.

Although it looks like he shouldn't be any good, given he's one of the oldest fighters in the game, Wang is a fine veteran scrapper. As far as fighting styles go, think of a combo between Jin's strong punch attacks and Michelle's kick string. This makes him one of the great surprises in the game.

When you come up against him try to avoid getting in too close as his punches do pack some wallop even though they're pretty slow. A few sidesteps should be enough to avoid them.



NEW COMBO!

This one is quite an odd combo as it doesn't rely on the feet; instead there's a lot more emphasis placed on fists and throws. Try it, it works a treat. f, N, ⊙+⊙, d, d/f+⊙, d/f+⊙, ⊙, ⊙+⊙



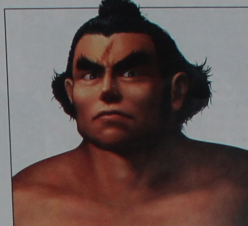
NEW MOVE! HIGH/MID ATTACK REVERSE b+⊙+⊙, ⊙+⊙

CHUBBY SUMO BOY GANRYU

He's a big man, but he's out of shape. Still, if Tekken was held in a pub car park, Ganryu would probably win.

As a sport, Sumo has everything – tradition, ceremony, and two big fat blokes laying into each other with surprising grace and poise. Ganryu is actually quite a faithful representation of a real yokozuna – witness, for instance, his barrages of slaps that'll put even hardened scrappers on the defensive.

If you want to get a bit cheeky, try hopping towards your opponent with the Kabuki Dance, or follow up a Mega Upper with the eye-watering Sumo Storm, which should connect just as they land.



NEW COMBO!

While Ganryu has some decent punches, this combo massively relies on his strength, throwing in some huge punches before leading into his infinite snacks.

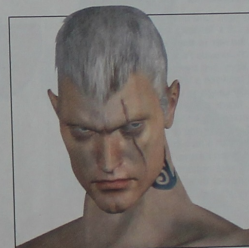
f+⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙



NEW MOVE! SALT SHAKER ←+⊙ [Tag]

ZOMBIE COP BRYAN FURY

Bryan still seeks revenge on those who put him in the ground and with vengeance driving him, he's one of the toughest characters in the Tekken universe. Don't underestimate this bloke. Just because he's only in the second collection of fighters doesn't mean he isn't one of the most powerful. His counter attack capability is second-to-none, and his fighting strengths are speed and power, meaning he's devastating with short attack strings. He lacks solid low-level moves, though, so attack low if you're up against him. Oh, but he is dead... Let's not forget about that.



NEW COMBO!

Bryan may be big, but, as you can see in this move, he's not slow. A few kicks lead into a hugely powerful throw.

b+⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙



NEW MOVE! ORBITAL HEAL (u, u/f) +⊙

TEKKEN TAG TOURNAMENT

MOHICANNED KICKBOXER BRUCE IRWIN

If you're the sort of person who was rooting for Jean-Claude to get his head kicked in during the final reel of Kickboxer then good for you.

In real life, Bruce would probably win the Tekken tournament – That boxer tend to be fearsomely hard, shunning elaborate kata and philosophical musings in favour of harsh conditioning and headbutting trees.

In the game he's a brutal fighter – his elbows and knees are damn-near uncountable, while his spinning back elbow and back flip thrust kick are deceptively nasty. Still, he's fairly short on decent combos and none of them are particularly difficult to block, so keep your guard up and be ready to counter.



NEW COMBO!

A lot of combos rely on very fancy finishing moves to complete the task. This one simply concentrates on getting the job done with the utmost simplicity.

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

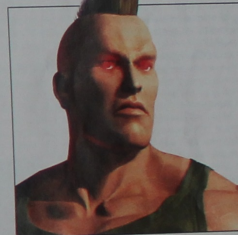


NEW MOVE! FAST BUSTER ⊙+⊙ [Tag]

ROBOTIC DANCER JACK 2/P-JACK

He may be a living weapon with disturbingly red eyes, but that doesn't mean he hasn't got, you know, feelings. Even the most battle-scarred Tekken veterans wiped away a tear at Jack's ending last time round – "I know now why you cry – but it is something I can never do."

Fortunately, he's back to being a remorseless, government-sanctioned killing machine, and while he's a bit short on new moves, his knecap-shattering low punches are as effective as ever. Also, try to vary whether you follow up the Tornado Cutter with a heavy punch or double-handed blow, as they hit at different heights.



NEW COMBO!

Throw in a few punches to soften up the opponent, a couple of kicks before finishing off with one of the most gruesome moves in the entire game. Nice!

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙



NEW MOVE! DRILL UPPER SS+⊙ [Tag]



MASKED NINJETTE
KUNIMITSU

WINGED MASTA COW
TRUE OGRE

MASTA COW
OGRE

BEAR NECESSITIES
KUMA/PANDA

NEW COMBO!

NEW COMBO!

NEW COMBO!

step 1

step 2

step 3

NEW COMBO!

NEW MOVE! JUNKYARD COMBO ← + (Δ), (X), (O) [Tag]

SCHIZO EVIL BOY/GOOD GIRL
DEVIL/ANGEL

MARUSPIAL DINO
ALEX/ROGER

NATIVE WARRIOR

JULIA CHANG

MULTIPLAYER TACTICS

Having your favourite moves blocked is one thing, but when they hit nothing but air, even the most hardened Tekken player begins to doubt themselves.

INTERCEPTING FISTS

PUNISH MISTAKES
Tekken experts are difficult to beat, rank beginners slightly less so. Aspiring scrappers are the easiest of all, as they abandon off-putting limb flailing in favour of a pathetic reliance on doing the single combo they've memorised over and over again.

Work out what your favourite move is [oddly on it'll either be a ten-string or Paul's Phoenix Smasher], to look contemptuous as you block it, then batter them senseless. Neutralise their favourite move with ease, and they'll be afraid to try it on

STICK AND MOVE

STICK AND MOVE

Countering In Tekken is almost too difficult to be worth the time and effort it involves to master it, but dodging certainly isn't.

Close in, it's what's paying attention to moves like Lei's Drunken Headbutt or Paul's shimmy-away-then-punch, as they'll take you just out of the range of his attack.

NEW COMBO!

Step 1

Step 2

Step 3

NEW COMBO!

Step 1

Step 2

Step 3

NEW COMBO!

Step 1

Step 2

Step 3

NEW MOVE! GERMAN SUPLEX (Ⓢ+ⓧ-Ⓢ+Ⓢ-ⓈTag) (FROM BACK)

NEW MOVE! WIND GODFIST →, N, ↓, ↘ + Ⓐ [Tag]

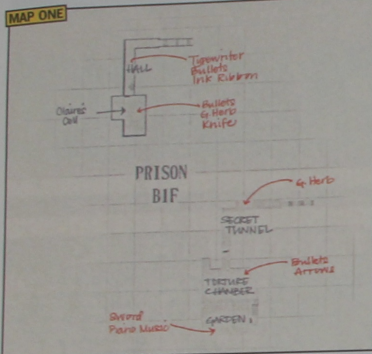
NEW MOVE! RUNNING BULLDOG (ⓐ+ⓧ ⓐ+ⓐ ⓐTag) [from right]

RESIDENT EVIL

CODE: VERONICA X

Uncover the secret that is Code: Veronica with our complete guide to the survival horror classic.

Welcome to the walkthrough of your dreams: or nightmares. We've gone everywhere and done everything in this game and we're here to make sure you do, too. Here's your first hint: pay attention to the maps. They'll tell you where to pick up items (Claire's pick-ups are marked in red and Chris's are blue). Room descriptions indicate which maps to refer to (not always in order because of the nature of the game) and they'll also warn you about any monsters lurking inside. Now, barricade the doors, stockpile your ammo and prepare to take on the King Zombie of horror gaming...



[M1] The opening section of the game where Claire is released from prison.

Publisher: Capcom Developer: Capcom Eurosoft Price: \$44.99 Players: 1

The biggest and best Resi game so far. Does little to revolutionize the survival horror genre, instead it just dips everything from the story to the characters, the combat to the puzzles, with a glorious blood-red sheen of quality. Essential.

Graphics: An incredibly detailed, hugely atmospheric world 08
Sound: Spooky, cinematic score and easily improved voice-acting 09
Gameplay: Classic Resi thrills, absorbing and typically action-packed 09
Life span: The biggest survival horror yet, twice as much gameplay than usual 09

PlayStation 2 SPECIAL EDITION: PLAYERS GUIDE 09

[M1] CLAIRE'S CELL

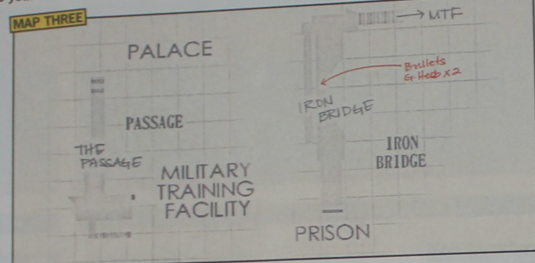
■ **Items:** Green Herb, Handgun Bullets, Knife
You're controlling Claire. Equip the cigarette lighter to see into the shadows. You meet Rodrigo and he sends you on your way. Get the Herb, Bullets (floor) and Knife (desk).

[M1] HALL

■ **Items:** Handgun Bullets, Ink Ribbons
■ **Special Interest:** Typewriter
Grab hold of the Ink Ribbons and Handgun Bullets. Save the game here as a precaution and head upstairs for more action.

[M2] GRAVEYARD

■ **Monsters:** Zombies
■ **Special Interest:** Suitcase
Make a note for later on of the Suitcase falling during the cut-scene. Zombies start to attack, and you must avoid them or dispatch them with the Knife - you're better off just legging it. Run through the opposite door to get out.



[M3] After escaping the prison complex, the iron bridge takes you to new areas.

[M2] COURTYARD

■ **Items:** Handgun Bullets
There's a cut-scene where you meet Steve Burnside. The Handgun comes to you automatically. Bullets are on the corpse. Exit through the only door available but make note of the other one. Eventually, you'll have to place a medallion in it to unlock the gate.

[M2] INNER PRISON

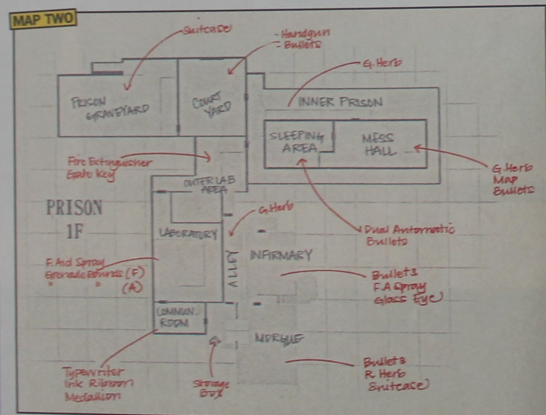
■ **Items:** Green Herb
Walk up onto the wooden deck, grab the Green Herb, then enter the door you can see nearby.

[M2] MESS HALL

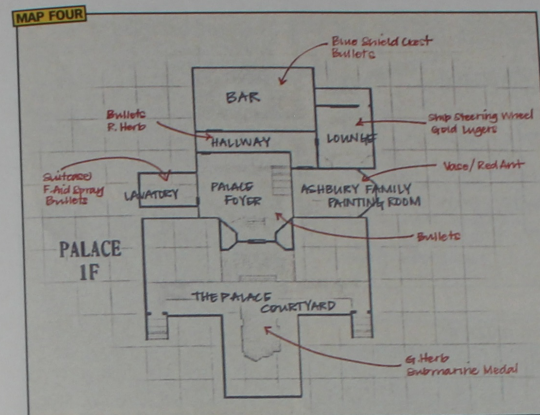
■ **Items:** Handgun Bullets, Green Herb
■ **Monsters:** Three zombies
■ **Special Interest:** Map of Prison
Kill the zombies. Locate the Herb, Bullets and Map. Go through the door to the right of where you entered.

[M2] SLEEPING AREA

■ **Items:** Handgun Bullets, Dual Auto Pistols
■ **Monsters:** Zombies
Cut-scene; zombies attack. One drops two automatic pistols. Take them and the Bullets in the shower. Leave the way you came in, run around the building, and exit by the far door.



[M2] The prison complex is packed full of puzzles to solve and zombies to waste.



[M4] In the Palace you encounter one of the main baddies, Alfred Ashford, for the first time.



[M2] OUTER LAB AREA

■ **Monsters:** Three zombies
■ **Special Interest:** Garage Door
Waste the uncaged zombies; the garage won't open yet. Enter lab.

[M2] LABORATORY

■ **Items:** First Aid Spray, Grenade Flame Rounds, Grenade Acid Rounds
■ **Special Interest:** 3D Copier
Enter the metal detector, and deposit metal objects into a security box. Run down the hall. Grab the Grenades and First Aid Spray. Place them in the security box at the opposite end of hall. Note the 3D copier - it can make a replica of anything. Exit through the door near the second metal detector.

[M2] COMMUNICATIONS ROOM

■ **Items:** Medallion
■ **Special Interest:** Power Switch
Cut-scene. Grab medallion from the desk. Flip the wall switch to activate Garage Door. Leave the lab area, but put the medallion into the 3D copier for safekeeping (it's metal and won't pass through the detector).

[M2] OUTER LAB AREA

■ **Items:** Fire Extinguisher, Gate Key
■ **Monsters:** Five zombies
■ **Special Interest:** Guillotine, Locked Door
Zombies attack. There's an oil barrel in the garage; shoot it to blow up the zombies. Get the Fire Extinguisher from the garage and enter the cage. Find a Gate Key on the guillotine. Note the locked door that needs



[M4] PALACE COURTYARD

■ **Items:** Submarine Medal, Green Herb
■ **Monsters:** Three dogs
Kill the dogs and discover a flashing green Submarine Medal on the ground; run upstairs and grab the Herb. Go back down and through the door on the opposite side of where you entered. Go downstairs.

[M6] JETTY

■ **Items:** Handgun Bullets, Arrows
■ **Special Interest:** Map, Control Panel
Grab arrows off the barrel, plus a Map and Handgun Bullets from the small room under the stairs. Make note of the Control Panel - you'll need a ship's steering wheel to activate it. Run back to the Palace courtyard and in via the main doors.

a shield-shaped item to access. Go to the graveyard and put out the fire blocking the Suitcase. Dogs attack in the Inner Prison area; use the Gate Key on the fence door.

[M2] GRAVEYARD

■ **Items:** Suitcase
■ **Monsters:** Five zombies
Kill the zombies; extinguish the fire. Grab the Suitcase and examine it in your inventory. It contains a TG-01 (plastic lump). Go back to the lab.

[M2] LABORATORY

■ **Items:** Plastic Medallion
■ **Monsters:** Three zombies
Place the TG-01 in the 3D copier and replicate the medallion in plastic. Three zombies wander in but you have no weapons so avoid them. Grab the items from the security box when you leave. Important: take the empty Fire Extinguisher with you. If you can't bring it, at least remember where you left it. Go back to the Prison Courtyard.

[M2] PRISON COURTYARD

■ **Monsters:** Three zombies
Avoid or kill the zombies, as you prefer, and use the plastic medallion on the main doors to open them.

[M3] IRON BRIDGE

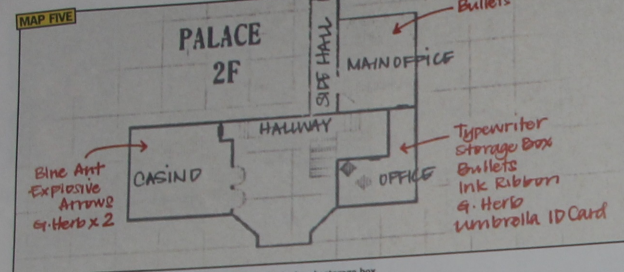
■ **Items:** Handgun Bullets, two Green Herbs
Go around the Jeep via the catwalk on the left-hand side. On the bridge's other side, grab the Bullets from the Jeep's passenger seat and the Herbs on the far side of the bridge. A fire blocks you; push a crate over it to put it out. Get on the crate, go upstairs.

[M3] THE PASSAGE

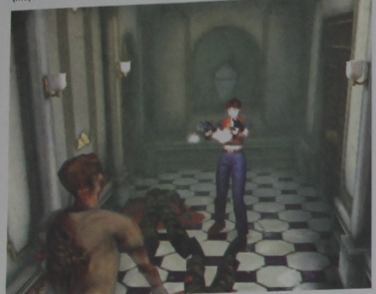
■ **Monsters:** Three zombies
Kill the zombies. From here you can go one of two ways: forward to the Palace, or right to the Military Training Facility. We'll make our way to the Palace first.



WALKTHROUGH



(M5) A short respite as you enter the safety of the Office with its handy storage box.



(M4) PALACE FOYER

■ **Items:** Handgun Bullets
 ■ **Special Interest:** Access Computer
 A computer at the desk asks for a code that you don't yet have. Grab Bullets, run up stairs on the right and into the only door available on the landing.

(M5) OFFICE

■ **Items:** Handgun Bullets, Ink Ribbons, Green Herb, Umbrella ID Card
 ■ **Special Interest:** Typewriter, Storage Box, Locked Door
 Use the Storage Box to put away anything non-essential in the near future. Push a small table aside near the locked door; the Umbrella ID Card is beneath it. Flip it over to see password: NTC0394. Also note the locked door with no keyhole, and the gold plaque on the door with two slots to place in Gold Lugers. Leave the office and run back downstairs. Enter to the right of the main entrance.

(M4) LAVATORY

■ **Items:** Handgun Bullets, First Aid Spray, Suitcase
 ■ **Monsters:** Three bats
 Aim upwards for your first bat encounter. Get the Spray [Isink], Bullets [stall door] and Suitcase. It's locked, so put it in the storage box upstairs.

(M4) FOYER

Type 'NTC0394' into the computer to unlock the double doors.

QUICK TIP

Good Medicine
 The Homeostatic Medicine in the Break Room (M8) is for Rodrigo, the gentleman who let you out of the prison cell. He is still back in the Prison area, so when you have time, bring him the pills. He will then trade you your Lighter for a set of lockpicks, which can be used to open the locked Suitcases collected throughout the adventure. This quest is only an aside, but it's more than worth doing it as it will give you access to a lot more ammo later on in the game.

(M4) HALLWAY

■ **Items:** Handgun Bullets, Red Herb
 ■ **Monsters:** Three zombies
 Kill zombies; run to the end of the hall. Enter the door.

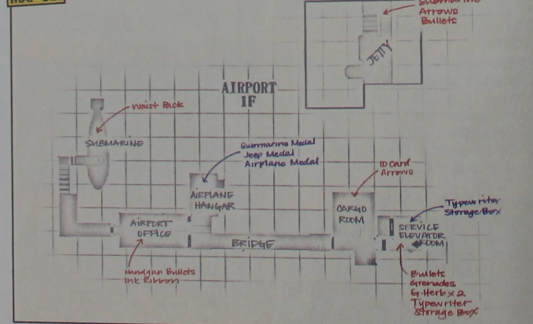
(M4) LOUNGE

■ **Items:** Handgun Bullets, Ship Steering Wheel
 ■ **Special Interest:** Two Gold Lugers
 Grab Bullets and inspect the display case with the flashing blue light to uncover a secret alcove. Grab the ship's steering wheel inside and note the two Gold Lugers on the wall (don't remove them, or the room fills with poisoned gas). Run back to the foyer, where you hear Steve yelling for help. The idiot has grabbed the golden guns and is locked in. Solve a puzzle to free him - the answer is Button C, then Button E. Steve escapes with the Lugers, but won't give them to you until you replace them with something else. Leave the Palace and run back to the Jetty. Use the Ship's Steering Wheel on the control panel to raise a Submarine from the water.

(M6) SUBMARINE

■ **Items:** Waistpack
 This submarine is more like a elevator; it only goes up and down. Grab the Waistpack (it allows you to carry two extra items) and access the switch on the control panel to dive. Leave the sub and enter the underwater passageway; exit via the far door.

MAP SIX



(M6) Travel down in the submarine to discover the airport facility.

(M6) AIRPORT OFFICE

■ **Items:** Handgun Bullets, Ink Ribbons
 ■ **Monsters:** Three zombies
 Kill the zombies. Grab the Bullets and Ribbons. There are two doors, one near an aquarium and one behind the receptionist's desk. Exit through the door behind the desk, then cross the bridge and head through the door on the far side.

(M7) CARGO ROOM

■ **Items:** ID Card, Arrows
 ■ **Monsters:** Five zombies
 There's a button on the wall to raise the main elevator which is blocked by a box. Take the small elevator to the control room; you can access a crane here to move the box. Ride back down and press the button, and a cargo elevator will rise with five zombies. Kill 'em, grab the arrows and ID card from the elevator. Then head all the way back up to the Palace and through to the Military Training Facility.

(M7) MILITARY TRAINING FACILITY (MTF) COURTYARD

■ **Items:** Arrows
 ■ **Monsters:** Giant Worm
 The Giant Worm is not really worth the effort you'd need to kill it, so dodge him, grab the Arrows and make your way through the double doors on the left.

(M7) MTF MAIN HALL

■ **Items:** Red Herb
 Take the Herb and run upstairs. Go through the door, take a right turn and go down the hallway. You'll be going to the Outer Lab.

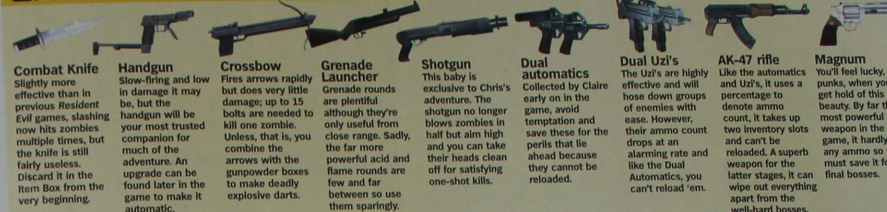
(M8) OUTER LAB

■ **Items:** Crossbow
 Nothing much to do here but grab the

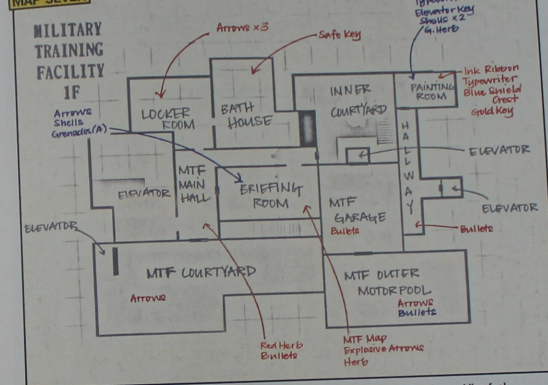


RESIDENT EVIL CODE: VERONICA X

CHOOSE A WEAPON FOR EVERY OCCASION... ALMOST



MAP SEVEN



(M7) Alfred reappears in this section trying to shoot you with his sniper rifle. Dodge the cackling fool.

Crossbow, inspect the locked door and watch a gory cut-scene. You'll run downstairs during the FMV. The hallway will be sealed off and you must go through the far door.

(M7) LOCKER ROOM

■ **Items:** Three Arrows
 ■ **Monsters:** Four zombies
 Kill zombies; search the lockers for Arrows. There's a set on the corpse near the far door. Grab them and head through the door.

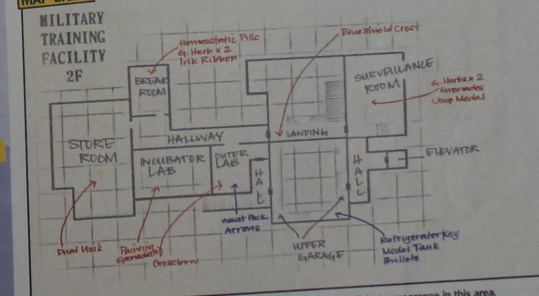
(M7) BATHHOUSE

■ **Items:** Safe Key
 ■ **Monsters:** Two zombies
 ■ **Special Interest:** Valve
 Kill both zombies and jump in the pool. Turn a Valve to shut off the water and reveal a Safe Key twinkling in the shallows. Grab it and head for the main hall again. Enter the final door you haven't checked.

(M7) BRIEFING ROOM

■ **Items:** Explosive Arrows
 ■ **Special Interest:** Map, Copier
 ■ **Monsters:** Three zombies
 Copy the map of the MTF on the photocopier. Use the Safe Key you found in the bathhouse on the locker in the back room to grab Explosive Arrows. Head back to the hallway and use the ID card you found in the airport on the security door near the door to the locker room. Enter it.

MAP EIGHT



(M8) Beware the flexible horror that is the Bandersnatch, making his debut appearance in this area.



(M8) BREAK ROOM

■ **Items:** Homeostatic Pills, two Green Herbs, Ink Ribbons
 ■ **Special Interest:** Typewriter, Storage Box
 Grab the Pills and put them in the storage box for later. Save. Leave the break room and go through the door near the vending machines. Alfred blocks off all exits with a grim greeting. Continue through the door.

(M8) STORE ROOM

■ **Items:** Dual Uzis's (no ammo)
 ■ **Monsters:** Bander
 After you grab the Uzis's a Bander will attack. Take him out. Go through the door at the bottom of the stairs. After a cut-scene, Steve hands over the Golden Lugers in exchange for the Uzis's. You'll control Steve briefly.

(M9) BASEMENT

■ **Monsters:** Three zombies
 Kill the zombies and go out the red metal door.



WALKTHROUGH

[M9] BOILER ROOM

■ **Monsters:** Three zombies
When the zombies are good and dead, go up the stairs on the opposite end of the hall.

[M9] SEWER HALLWAY

Run across to the other side. There's a cut-scene, you regain control of Claire. Go up an elevator, into a hallway, through the other door and into the garage.

[M7] GARAGE

■ **Items:** Handgun Bullets
Watch a cut-scene, then grab some Bullets hidden on top of a box. Leave the garage via the door beside the Jeep.

[M7] HALLWAY

■ **Items:** Handgun Bullets
■ **Monsters:** Two zombies
Grab ammo and kill the zombies. Run down the hall and through the opposite door.

[M7] PAINTING ROOM

■ **Items:** Blue Shield Crest
■ **Special Note:** Typewriter
Grab the Shield Crest from the wall and run all the way back to the garage. Your exit is through the large double doors.

[M7] MOTOR POOL

■ **Items:** Arrows
■ **Monsters:** Two dogs
■ **Special Interest:** Tank
Kill the doggies and grab the Arrows. Unlock the door facing into the MTF Courtyard. Run all the way to the Palace and up the stairs to the office. Use the Gold Lugers on the locked door to gain access.

[M5] MAIN OFFICE

■ **Items:** Handgun Bullets
■ **Monsters:** Bandersnatch
■ **Special Interest:** Clock, Computer
Grab Bullets and access the Computer.

Enter '1971' to uncover a secret door. A Bandersnatch attacks. Kill him and enter the secret door. Cross the wooden bridge and go upstairs.

[M10] PRIVATE RESIDENCE COURTYARD

■ **Items:** Red Herb
■ **Monsters:** Two Bandersnatches
Kill the Banders and run up the stairs. Grab Herb and run inside.

[M10] FOYER

■ **Monsters:** Four bats
Kill the bats and run through the door on the right of the main floor.

[M10] TROPHY ROOM

■ **Items:** Handgun Bullets, Ink Ribbons, Arrows
■ **Monsters:** Bandersnatch
Kill the Bander and grab the Bullets. If you still have the lighter, use it on the fireplace. This will light up where the Arrows are hiding. If you don't have the lighter, just search the mantle for the Ink Ribbons. Run back to the Foyer.

[M10] FOYER

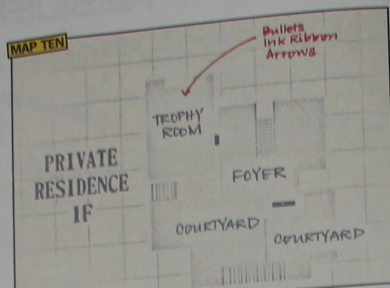
■ **Items:** Handgun Bullets, First Aid Spray
Run up the stairs, the Spray and the Bullets are sitting on a small table on the landing. Go through the door at the top of the stairs.

[M11] UPSTAIRS HALLWAY

■ **Items:** Handgun Bullets, Green Herb
Cut-scene. Grab Ammo and Herb. Run down the hall left of where you entered from, into Alexia's bedroom.

[M11] ALEXIA'S BEDROOM

■ **Items:** Palace Room Key
■ **Special Note:** Ladder, Music Box
Turn off the Music Box to reveal a key on Alexia's bed. Grab the Palace Room Key and



[M10] This area is swarming with the pesky Bandersnatch monsters.

QUICK TIP



Good Medicine reminder
At some point while you're back in the M2 area (see right) take a detour to the prison to give Rodrigo his Homeostatic Medicine and get the lockpick in return.

the canopy on the bed lowers to reveal a ladder (you can't go up yet). Run back to the main foyer of the Palace. In the foyer, unlock the locked door and proceed inside.

[M5] CASINO

■ **Items:** Handgun Bullets, two Green Herbs, Explosive Arrows
Grab items and head out. Run downstairs and into the door behind the computer desk, go into the hallway and use the key on the opposite door.

[M4] BAR

■ **Items:** Handgun Bullets, Gold Shield
■ **Monsters:** Two Banders
Kill Banders; grab bullets. Remove the Gold Shield from the floor behind the bar, run back to the Outer Lab in the prison area (where the guillotine is, in the caged area). Use the Shield on the door and enter.

[M2] ALLEY

■ **Items:** Green Herb
■ **Monsters:** Two zombies
Kill zombies; grab ammo. Move the box and enter the door. This is the alternate way into the Communications Room that was blocked off before. Grab the Grenade Ammo and First Aid Spray that you left before. Run into the Alley.

[M2] INFIRMARY

■ **Items:** Handgun Bullets, First Aid Spray
Get hold of the Handgun Bullets and First Aid Spray and make your way out of the door on the other side of the room.

[M2] MORGUE

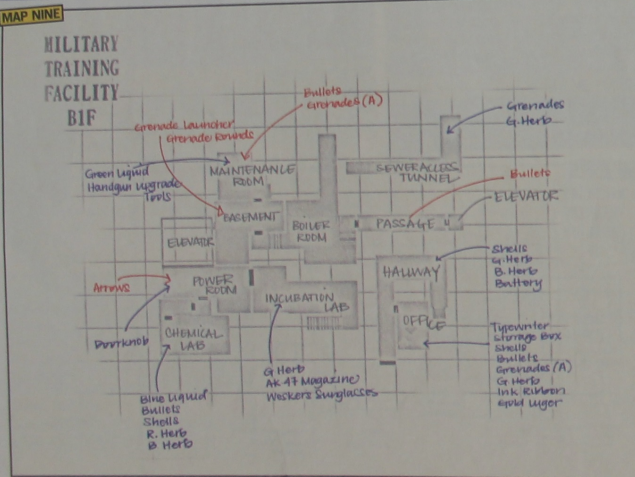
■ **Items:** Handgun Bullets, Red Herb, Suitcase (Handgun upgrade)
■ **Monsters:** Four zombies
Kill the zombies, grab the bullets, Herb and Suitcase and run back into the Infirmary.

[M2] INFIRMARY

■ **Items:** Glass Eye
■ **Monsters:** Two zombies
Cut-scene. Zombie attack (the one in the coat is fast). Find the glass-eye in the zombie's lab coat. Run into the small area off the Infirmary and insert the eye into the Anatomy Model Mannequin to reveal a secret passage.

[M1] SECRET TUNNEL

■ **Items:** Green Herb
■ **Monsters:** Two bats
Kill bats and grab Herb. Run down the tunnel and out the far door.



[M9] Here you'll get the opportunity to play as trigger happy Steve for a few minutes.

RESIDENT EVIL CODE: VERONICA X

[M1] TORTURE CHAMBER

■ **Items:** Handgun Bullets, Arrows
■ **Monsters:** Three zombies
Kill zombies and grab the ammo. Run to the other side of the room and then continue downstairs.

[M1] GARDEN

■ **Items:** Sword, Player Piano Music Sheet
Remove the Sword from the statue. The door that you came through locks and gas pours into the garden. Grab the handle on the centre statue; turn it counter-clockwise until the gas stops. Statue one now spins around; you must replace the sword. A zombie leaps out of the statue. Kill him; grab the rolled-up music sheet. Run back to the Recreation Room in the Palace.

[M5] CASINO

■ **Items:** Blue Ant Figurine
Start the piano with the Music Sheet. A panel opens up on the slot machine and you can grab the Blue Ant Figurine. Run back to the upper hallway in the Private Residence, take a right and go into the other door.

[M11] ALFRED'S BEDROOM

Place the blue ant on Alfred's music box. Grab the Blue Shield Crest from your storage box and head back to the MTF, then proceed to the inner courtyard. Climb the stairs and use the Blue Shield on the panel found on the landing. This reveals an ID card. Run downstairs and locate the ladder leading into the basement.

[M9] BOILER ROOM

Back in the boiler room, use the ID card to open bars and step down. Run around the boiler and back into the basement (where you first took control of Steve).

[M9] BASEMENT

■ **Items:** Grenade Launcher, Grenade Ammo
Use the ID card on the door. Take the Grenade Launcher leaning on the wall. Get the Grenades on the shelf near the door and go through it.

[M9] MAINTENANCE ROOM

■ **Items:** Handgun Bullets, Acid Grenades
■ **Monsters:** Three zombies
As usual, kill the nasty zombies and grab the Bullets. If you have the lockpicks, unlock the cabinet with acid rounds. Go back into the basement and through the door next to the place you found the Grenade Launcher.

[M9] POWER ROOM

■ **Items:** Arrows
■ **Monsters:** Two Bandersnatches
Kill the Banders; grab Arrows. Run back to the sewers and take the elevator to the second floor. Use the ID card on the door and enter.

[M8] SURVEILLANCE

■ **Items:** Two Green Herbs, Grenade Rounds, Jeep Medal
■ **Monsters:** Two zombies
■ **Special Interest:** Security Camera Computer
Grab the Grenades and Herbs (near the giant console). Get the Jeep medallion and access the surveillance camera from the main console. Zoom in on the picture on the wall. Note '1126' scribbled on the picture. Now run to the MTF's main hallway; use the access card on the sealed door that leads up to where you first found the Crossbow. Access the panel and enter the code '1126' to get in.

[M8] LABORATORY

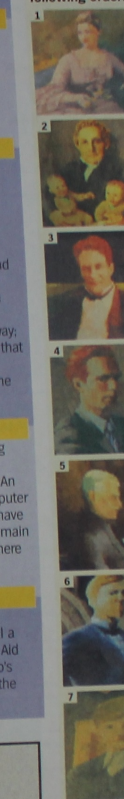
■ **Items:** Grenade Acid Rounds, Painting
■ **Monsters:** Five Albinoids
Grab the acid rounds and the security computer attempts to seal off the lab again. You have 30 seconds to run downstairs into the main hallway. Head to the Painting Room (where you found the Blue Shield).

[M7] PAINTING ROOM

■ **Items:** First Aid Spray, Gold Key
Place the painting on the wall to reveal a scale model of the whole facility. First Aid Spray is in a drawer (you need Rodrigo's lockpicks to open it). A Gold Key is in the model. Grab it and run to the Palace.

QUICK TIP

Ashbury Family Portrait Room. Press in the following order:



[M4] PALACE FOYER

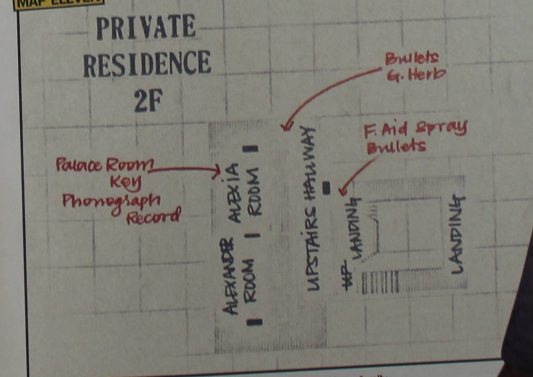
Run in the door behind the computer. Go to the end of the hall and use the Gold Key on the last locked door.

[M9] ASHBURY FAMILY PORTRAIT ROOM

■ **Items:** Red Ant Figurine
The puzzle: Press a button on each painting (seven in all) in a specific order to unlock a secret panel. The first painting is on a raised platform; we'll call it painting #1 (a portrait of a young Alexander). Facing painting number #1, go clockwise around the room and number the paintings in order until you get to the final painting, painting #7. Press the buttons on each in the following order: Painting #2, 5, 7, 4, 6, 3, 1. If you did it correctly, Painting #1 should slide away to reveal a vase. Take the vase and inspect it in your inventory to reveal a Red Ant Figurine hiding inside. Take the figurine, and run up to Alexia's Bedroom in the Private Residence.



MAP ELEVEN



[M11] The creepy Bates Motel-like residence of the sinister Ashbury family.

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[M15] Avoid the irritating moths as you pass through here. If they do poison you, remember the Blue Herb antidote is located in the Hallway.

WALKTHROUGH

Grab items; save. Push the bookshelf behind the desk into the wall to reveal a secret room. Open a locker down the passage and push the button inside to reveal yet another secret room. Grab the Flowerpot and inspect it to reveal a key. Take the key and run back up to the catwalks; enter the doors by the ladder.

[M14] CATWALKS

Run to Claire's left and use the key on the door at the end.

[M14] CRANE ROOM

Items: 4-Way Pipe Wheel
Special Interest: Steve's pining look
Go into the Pump Room through the opposite door. Grab the 4-Way Pipe Wheel and exit back into the Crane Room. Cut-scene. Now, turn off the gas in the container room. Problem: you have a valve wheel, but it's a 4-way plug and unfortunately you need an 8-way plug. Run down the catwalk and enter the door on the opposite side.

[M14] WORKSHOP

Items: Two Handgun Bullets, Green Herb, Blue Herb, Ink Ribbon
Special Interest: Drill Machine
Grab items. Insert the 4-way valve wheel in the retooling machine at the back of the room, and it becomes an 8-way plug. Return to the lower Warehouse Room and fight five zombies to enter the Container Room again. Make sure you have the Gas Mask in your inventory.

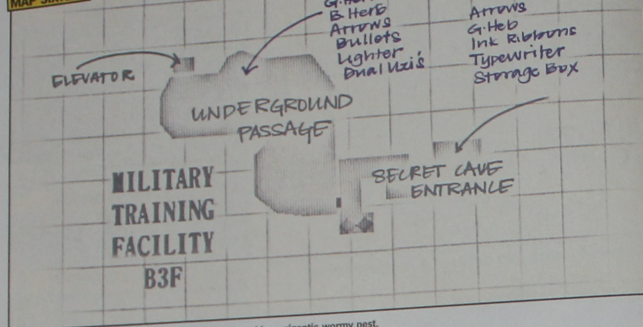
[M15] CONTAINER ROOM

Items: Sniper Rifle
Run to the Valve Handle; use the 8-way wheel to shut off the gas. Cut-scene. Climb down and grab the Sniper Rifle; then jump into the digging machine. (Note: store Grenade Launcher and Grenades in the closest storage box before getting into the digging machine. Claire won't need them; best to keep them safe.)

[NOT ON MAP] HELIPAD

Items: First Aid Spray
Monsters: Nosferatu
Grab the First Aid Spray. Run for the ladder; watch the cut-scene; then prepare to fight the gimp.

MAP SIXTEEN



[M16] As Chris enters the fray, he's immediately greeted by a gigantic wormy pest.

BOSS - NOSFERATU

Zoom in and aim directly for his heart with the Sniper Rifle. If you don't get him with the seven sniper bullets, run and use any other weapon on him until he dies. If he gets close, he'll throw poison spores or try to push you off the rooftop. Cut-scene: you assume control of Chris Redfield as he arrives on Umbrella Island.

[M16] SECRET CAVE ENTRANCE

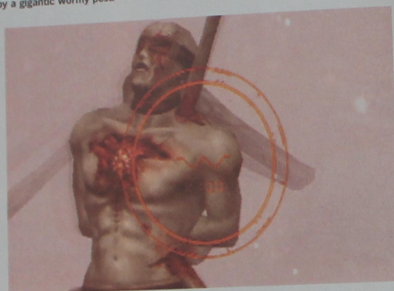
Items: Arrows, Green Herb, Ink Ribbon;
Special Interest: Typewriter, Storage Box, Wall Sculpture

Chris starts with only one box of ammo, a First Aid Spray and the handgun. Cut-scene: Rodrigo is eaten by the MTF's worm. Grab items; get grenade launcher from box and head through the door.

[M16] UNDERGROUND PASSAGE

Items: Green Herb, Blue Herb, Arrows, Handgun Bullets, Lighter (optional), Dual Uzis (optional)

Monsters: Giant Worm
That big old worm is back again. Kill it, and it spits out Rodrigo and his Lighter. Run back to the cave entrance and equip the Lighter near the sculpture to receive Dual Uzis. Go up the elevator in the underground passage.



[M7] MTF GARAGE/MOTOR POOL

Monsters: Three zombies

Items: Handgun Bullets

Kill zombies; run outside into the Motor Pool. Go to the rear of the tank and hit the button. It'll move forward to reveal a secret elevator. Grab the Handgun Bullets next to the elevator and descend.

[M9] HALLWAY

Items: Shotgun Shells, Green Herb, Blue Herb, Battery

Monsters: Two Giant Spiders
Grab items, including Battery. Giant Spiders attack; avoid them.



[M9] OFFICE

Items: Shotgun Shells, Handgun Bullets, Acid Grenades, Green Herb, Ink Ribbon, Gold Luger (optional)

Special Interest: Storage Box, Typewriter, Drawer Puzzle
Grab items; save game. Open four drawers in this sequence: red, green, blue, bottom, to reveal a Gold Luger (useless otherwise, it unlocks Steve in Battle Mode if you put in a storage box). Go up the elevator into the garage; put the Battery on the cargo elevator and ride upstairs.

[M8] UPPER GARAGE

Items: Refrigerator Key
Run left; grab Refrigerator Key on the table and run through the door.

[M8] HALLWAY

Cut-scene. Go through the only unlocked door available.

[M8] OUTER LAB

Items: Waistpack, Arrows

Monsters: Three zombies

Kill zombies; grab arrows and Waistpack. Run to the hallway and take elevator down to the basement.

[M17] SEWERS

Items: Shotgun, Handgun Bullets, two Red Herbs, Ink Ribbon

Monsters: One zombie

Special Interest: Shotgun Wall Switch
Climb downstairs and remove the Shotgun from the wall. Grab items and run through the door.

[M9] INCUBATION LAB

Items: Green Herb, AK-47 Magazine

Special Interest: Incubation Control Panel

Grab herbs; run upstairs. Access the Control Panel to lower an incubation tube. Grab magazine for the AK-47 on top of the tube. Head out through the other door.

[M9] POWER ROOM

Items: Doorknob

Monsters: Two Hunters

Pick up the Doorknob and kill Hunters with shotgun or Grenade Launcher. Run through the door with a red light over it.

[M9] CHEMICAL LAB

Items: Blue Liquid, Handgun Bullets, Shotgun Shells, Red Herb, Blue Herb

Monsters: Poison Hunter

Grab items; use Refrigerator Key to examine the fridge. A temp gauge appears. Set temp to 12.8 °C to obtain Blue Liquid. A Poison Hunter attacks; flee to the second floor lab where you found the Waistpack.

WHO'S WHO



Claire Redfield
After escaping Raccoon City in *Resident Evil 2*, Claire is captured by Umbrella when she infiltrates their Paris HQ in search of her missing brother, Chris. Knocked unconscious, she awakens in a prison cell located on a secret Umbrella island base. Now, Claire must use her considerable resources to escape the island.



Chris Redfield
The hero of the original *Resident Evil* and a member of the elite S.T.A.R.S. police force. Missing in action since the first game, Chris arrives at Umbrella's island HQ after a tip-off that Claire is held captive there. As usual, he always seems to be one step behind his sister.



Steve Burnside
Steve's father is an ex-employee of Umbrella who was discovered selling the company's secrets. The whole family was then imprisoned on the island. Emotionally scarred as a result, Steve's attraction to Claire thaws him out and they work together to escape the island.



[M8] OUTER LAB

Monsters: One Hunter

Kill the Hunter; go through the now-unlocked door near the stairs.

[M8] UPPER GARAGE

Items: Handgun Bullets, Model Tank
Grab Model Tank and ammo; head to 1F via the elevator. Run into the Painting Room with the scale model of the Facility.

[M7] PAINTING ROOM

Items: Elevator Key

Place the Model Tank in the model of the base to open a secret panel containing an Elevator Key. Take it and run to the Incubation Lab down in the basement.

[M9] INCUBATION LAB

Items: Wesker's Sunglasses (Optional)

Monsters: Bandersnatch

Cut-scene. Kill the Bandersnatch, grab sunglasses [this unlocks Wesker as a playable character in Battle Mode]. Head into the Power Room.

[M9] POWER ROOM

Key activates the elevator. Take a ride to the 1F floor main hallway. Then enter the Briefing Room on the right-hand side.

[M7] BRIEFING ROOM

Items: Arrows, Shotgun Shells, Acid Grenades

Monsters: Four zombies
Kill zombies; grab arrows, shells and acid rounds. Run through the hole in the back office wall and climb down the ladder.

[M9] BOILER ROOM

Monsters: Four zombies

Turn on the fan to suck toxic gas away. Kill zombies; run down the hall into the basement. Enter Maintenance Room on the other side of the boiler room.

[M9] MAINTENANCE

Items: Green Chemical, Gun Modification Toolbox

Grab the Green Chemical; inspect the Modification Toolbox on the desk. Choose to upgrade your Handgun. Return to the Main Courtyard and hop in the elevator that takes you to the Airport.

[M6] SERVICE ELEVATOR

Special Interest: Typewriter, Storage Box
Save game; replenish/relieve inventory. Exit into the cargo lift area.

[M13] CARGO LIFT ROOM

Monsters: One Hunter

Kill the Hunter and take a ride in the elevator to collect some shotgun shells in the Hydraulic Control Room.

[M13] HYDRAULIC CONTROL ROOM

Items: Shotgun Shells

Monsters: Three zombies

Special Interest: Bridge Control Puzzle
A puzzle. Press buttons in the following order: 3, 3, 3, 5, 10, 3, 5 to restore bridge controls. Kill the zombies and find Shells near their corpses. Run to the bridge and lower it; take the elevator down and head for the cargo area.

[M13] BRIDGE

Monsters: One Hunter

Kill the Hunter and cross the bridge back into the office.

[M6] AIRPORT OFFICE

Monsters: Three zombies

Kill the three zombies and enter the door next to the aquarium.

SURVIVAL HORRORS!



Zombies

Your standard undead fools - slow, stupid and noisy. Usually found in packs. Best weapon to use on them is the handgun or flaming arrows. Don't waste your best weapons on zombies unless you're completely surrounded by them.

Dogs

Hellhounds are the speedy antithesis of zombies and always attack in packs. Listen for their howls, put your back to the wall and let them have it with one blast from the shotgun, or take them out with a half-dozen rounds from your handgun.

Bandersnatch

Mighty new creatures with hideous right arms that stretch clear across a room like rubber bands to bash and crush your poor head. Kill them from long range if you can, using the most powerful weapons available in your armory.

Hunters

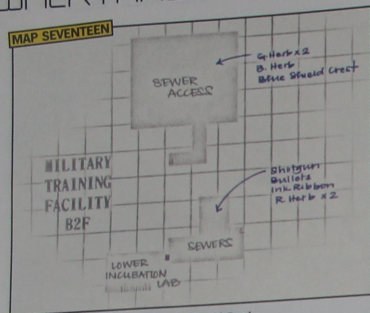
Fast and unpredictable, they come in both "normal" and poisonous forms and are lethal from close range. Use knockout weapons like the shotgun or grenade launcher, and keep shooting 'til they're dead. Handguns and crossbows only make them mad.

Giant Spiders

Annoying, scuttling arachnids; stand still too long and they'll spit a mouthful of poison at you. It seems a waste but it's best to use high-powered weapons like the shotgun or grenade launcher to exterminate them fast.

WALKTHROUGH

MAP SEVENTEEN



[M17] The sewers are home to the slimy Albinoid. Brrrr!

[M6] AIRPLANE HANGAR

Items: Submarine Medal, Jeep Medal, Airplane Medal
Monsters: One Hunter
 Kill the Hunter, turn power to the Control Panel off via the main computer. Retrieve Claire's three medals from the Airplane lift and return to the Painting Room in the Military Training Facility.

[M7] PAINTING ROOM

Items: Two Shotgun Shells, Green Herb
Special Interest: Secret Panel
 Put the three Medals into the secret panel (revealed when you placed the Tank into the Facility Model) to uncover a switch. Press it and the model slides into the wall to show a ladder leading down, an herb and shells. Go down the ladder.

[M9] SEWER TUNNEL

Items: Grenades, Green Herb
Monsters: Two Giant Spiders
 Kill or avoid the big spiders. The Grenades kill or herb are in a dark alcove on Chris's right. Go to the end of the hall and down another ladder.

[M17] SEWER ACCESS

Items: Two Green Herbs, Blue Herb, Blue Shield Crest
Monsters: Adult Albinoid
 Grab herbs, run to the pool area. The Blue Shield Crest is right in the middle of the pool, guarded by an adult Albinoid.

BOSS - ALBINOID

Don't waste ammo killing this monster. While at maximum health (with a few herbs in your inventory), take a plunge in the pool. Pick up the Blue Shield Crest and then get out sharpish. The Albinoid may electrocute you, but he can't kill you if you're quick. Use a herb and return to the Office with the Shield Crest Impression.

[M9] OFFICE

Items: Purple Chemical, Golden Axe
 Access the storage box. Remove Blue and Green Chemicals and combine them to get a Purple Chemical. Combine Purple Chemical and the Blue Shield Crest to burn away the metal until you're left with a Golden Axe. Leave, and use the Golden Axe on the door in the hallway to open it. Cut-scene: return to Antarctica.

[M14] ANTARCTIC TRANSPORT TERMINAL

Monsters: Two tentacles
 Exit through the only unlocked door and walk along the catwalk area (where Claire's plane crashed). Shoot the tentacles blocking you repeatedly, they withdraw. Climb down the ladder and proceed downstairs into the hallway.

[M15] HALLWAY

Monsters: Two zombies
 Kill zombies and enter the office.

[M15] OFFICE

Items: Die, Ink Ribbons
 Use the Golden Axe on the axe-shaped wall socket next to the curio cabinet to open a cupboard containing ink ribbons and a six-sided die. Return upstairs to the catwalks/upper warehouse area. Head to the Workshop where the caged zombie was.

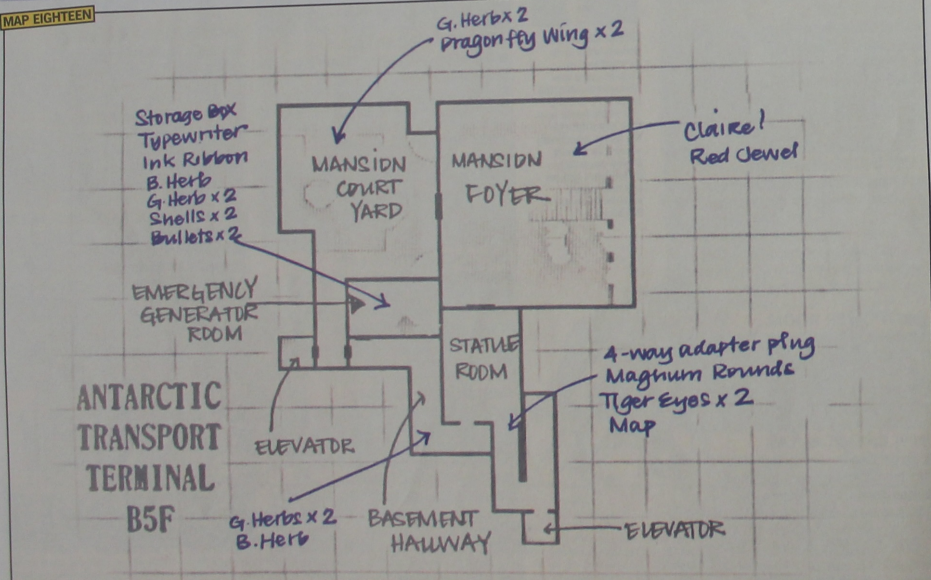
[M14] WORKSHOP

Items: Shotgun Shells, Suitcase
Monsters: Three zombies
 Kill zombies; grab shells and suitcase. Exit to the catwalks and enter the Container Room where Claire has already shut off the gas.

[M15] CONTAINER ROOM

Items: 8-Way Valve Wheel
Monsters: Five zombies
 Grab Valve Wheel; zombies attack. Run to the broken area of the catwalk (along the left) and jump onto the ice, scramble up the other side and enter the door.

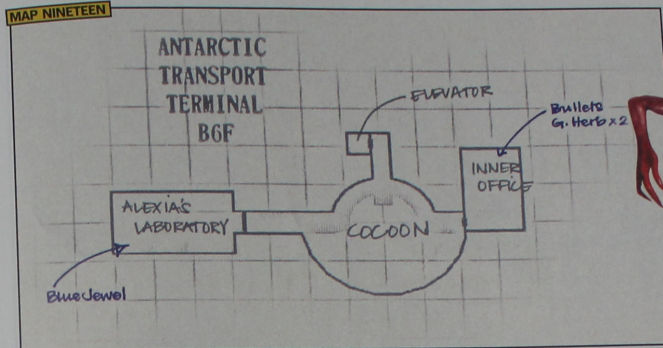
MAP EIGHTEEN



[M18] Make wise use of the storage box in this area before entering the game's final furlong. Preparation is everything.

RESIDENT EVIL CODE: VERONICA X

MAP NINETEEN



[M19] Alexia's laboratory; the starting place of so much trouble...

[M14] HALLWAY

Monsters: Hunter
 A Seeker detects you and calls in a Hunter. Kill him before he can attack and run to the end of the hall and into the elevator. Head down into the courtyard.

[M18] COURTYARD

Monsters: Hunter
 Kill the Hunter and take the door across from the elevator.

[M18] BASEMENT HALLWAY

Items: Two Green Herbs, one Blue Herb
Monsters: Six zombies
 Kill zombies; grab the herbs and enter the 'High Voltage' room.

[M18] EMERGENCY GENERATOR ROOM

Monsters: Two Handgun Bullets, two Shotgun Shells, two Green Herbs, Blue Herb, Ink Ribbons
Special Interest: Typewriter, Storage Box, Generator
 Save your game. Insert the Valve Handle into the generator and crank the connection together, then run to the other side and hit the switch. Lights go on and the electric door at the end of the icy hallway activates; run through it.

WHO'S WHO



Rodrigo
 An Umbrella agent and quite possibly the only other survivor on the island. Rodrigo might work for Umbrella, but he's a decent bloke; he lets Claire out of her cell so she can escape. Unfortunately, Rodrigo is very sick and might not last much longer without medicine...



Albert Wesker
 Worked alongside Chris in the S.T.A.R.S. force but turned to the dark side and became his evil nemesis in the original Resi. Thought to have died at the end of the first game, Wesker is back and seeking revenge on the Redfield family.



Alfred and Alexia Ashford
 Direct descendants of one of the founders of Umbrella, the identical twins run the island base and are hell-bent on restoring the company to its former glory (by any means necessary). The main villains of Code: Veronica, expect the unexpected with these strange siblings...

[M18] STATUE ROOM

Items: 4-Way adaptor plug, Magnum Rounds
Special Interest: Map, Statue, Tiger Statue, Tiger Eyes
 Push the statue onto the cracked tile near the cabinet. It'll fall through the floor, and conveniently uncover the Map. Run down the hallway and remove Eyes from the Tiger Statue. It spins to reveal a 4-Way Adaptor with an 8-Way attachment on one side and a few handy Magnum rounds on the other. Grab both, and quick! You'll need them soon. Head through the brown elevator door.

[M19] COCOON

Items: Dragonfly Wing, two Green Herbs
Monsters: Moths
 Exit the elevator, go down the hall and onto the catwalk. Run left, through the door.

[M19] INNER OFFICE

Items: Handgun Bullets, two Green Herbs
Monsters: Four zombies
 Kill zombies; get bullets, herbs and exit the room. Run to the opposite side of the catwalk and head inside.

[M19] ALEXIA'S LABORATORY

Items: Alex's Ring, Blue Jewel, 4-Way Valve Wheel
Special Interest: Alexander Ashford's corpse, Die Puzzle
 Log on to the computer; view the die clockwise to get the correct code: AA, Crown, Heart, Spade. A slot opens; place the die inside and the incubation tube opens. Alfred's corpse emerges. Take his Ring and inspect it; it becomes a Blue Jewel. Return to the Generator Room, grab the 8-Way Valve Wheel and combine it with the 4-Way adaptor to get a 4-Way Valve Wheel. See how that works? Now you take the Valve Wheel and Fire Extinguisher back to the courtyard where the elevator is.

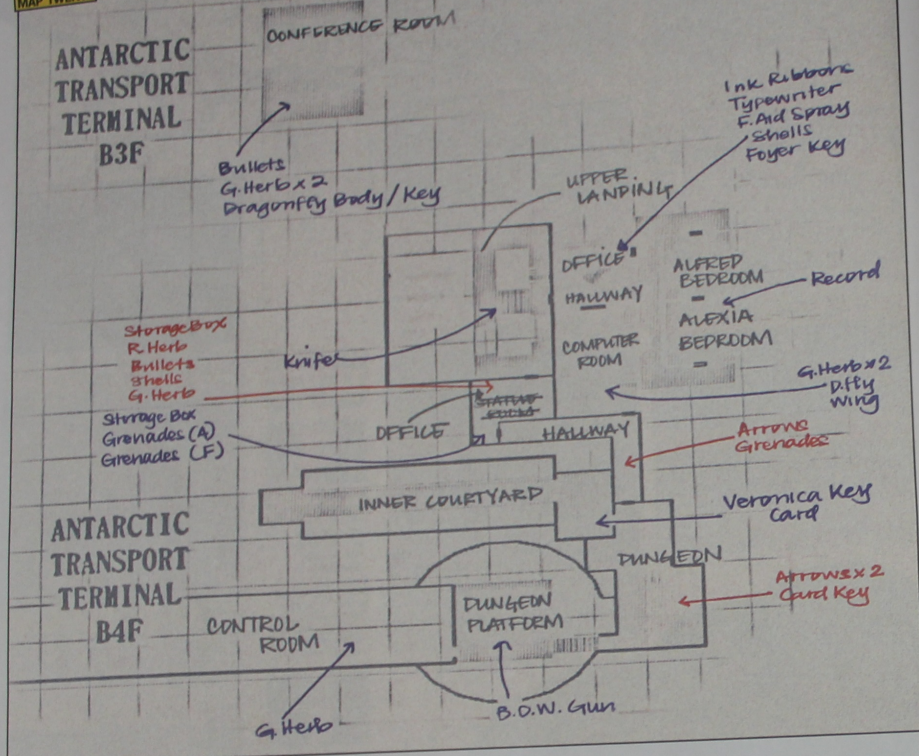
[M18] COURTYARD

Items: Two Dragonfly wings
 With lights on, you see the two Dragonfly Wings in the Courtyard. Grab them and return through the hallway and back up the elevator.



WALKTHROUGH

MAP TWENTY



[M20] The game's denouement takes place in a rather familiar location...

[M14] HALLWAY

There are Seekers placed in the Hall, so be careful to avoid them. Now, head through the double doors alongside the wall.

[M14] UTILITY ROOM

Items: Crane Key
Special Interest: Fire Extinguisher Foam, two Elevators
Monsters: One Hunter
Take the elevator at the back of the room. Use the Valve Wheel on the 4-way plug to drain the aquarium. Climb down for the Crane Key. Kill the Hunter, go down the small elevator and press the flashing blue button near the second lift to raise the foam. Refill your Fire Extinguisher and take the second elevator down.

[M15] WEAPONS LOCKER

Items: Magnum, Plug, three Handgun Bullets
Extinguish the fire, grab the Magnum on top of the conveyor belt box and run to the rear of the room to equip your lighter. Now, open the broken cabinet (the one with the loose

doorknob during Claire's adventure) and grab the bullets inside. Exit and return to the upper warehouse catwalks.

[M14] UPPER WAREHOUSE

Items: Emerald Earring/Green Gem
Monsters: Massive Spider
Use the Crane Key to start the crane. Grisly cut-scene: then duel a Really Big Spider. Use Flame Rounds to kill it in two hits. Grab the Emerald Earring on the ice, inspect it to get the Green Gem. Return to the courtyard where you found the Dragonfly Wings and enter the mansion's doors.

[M20] FOYER

Items: Knife
Special Interest: Claire's goo-fied body, Ashford Family Painting
Go upstairs, grab the Knife on the landing. Head to the small alcove behind the staircase and use the knife to free Claire. (If Claire has been infected then see the Quick Tip on the right for the solution).

QUICK TIP

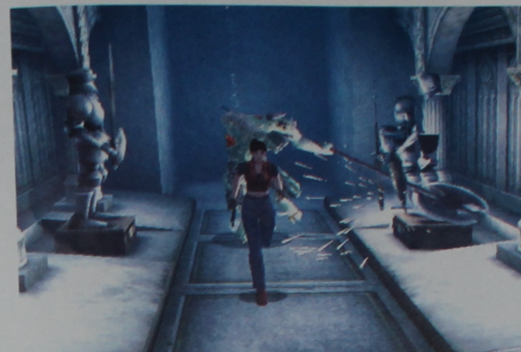
Serum
If Claire has been poisoned then you need to get the Serum. Go back to the elevator and ride it to B1F. Once here, go to the Utility Room (M14) where you found the extinguisher foam. Take the lift down. Kill the three zombies, then grab the Serum off the shelf right next to the lift. Now take it back to Claire to cure her. Watch the cut-scene and you'll regain control of Claire.



[M20] OFFICE

Items: Handgun Bullets, Shotgun Shells, Green Herb, Red Herb
Special Interest: Typewriter, Storage Box, Shotgun Wall Switch
Grab items and health power-ups. Exit out the opposite door.

RESIDENT EVIL CODE: VERONICA X



[M20] DUNGEON

Items: Veronica Key Card
Cut-scene. You've got the Veronica Key Card. Go upstairs and use the Dragonfly Key to enter a new area.

[M20] CONTROL ROOM

Items: Green Herb
Monsters: Two zombies
Kill zombies; grab herb and head upstairs. Initiate the computer's self-destruct sequence to blow up the base within a set amount of time - the password is **VERONICA**. Go back to the Dungeon area for your final showdown.

[M20] FINAL BOSS - ALEXIA 2

Items: B.O.W. Gun
Shoot Alexia (preferably with the Magnum) so Claire can escape. Alexia morphs into a pile of goo; keep shooting until she winds up with a tentacle. When she sends out the tiny critters to attack you, just aim low. Her lower body disintegrates and her upper body takes to the air. Grab the B.O.W. Gun from its cradle and take your best shot. She's mobile, so aim well. You only get one try before she attacks with acid, but one shot is enough. Enjoy the ending!

[M20] HALLWAY

Items: Arrows, Grenades
Monsters: Two Tentacles
Shoot the tentacles until they retreat. Two display cabinets can be moved to find Arrows and Grenades. Go through the door right at the end of the hallway.

[M20] DUNGEON

Items: Two Arrows, Glass Cannonball/Card Key
Monsters: One zombie
Special Interest: Stone Press, Cannon
Kill the zombie; go upstairs. Grab arrows in the open cell and inspect the cannon. Crank the barrel downward and a Glass Cannonball with Card Key falls out. It activates a crushing device. Take care here! Quickly put down the glass cannonball to smash it. Move away and then rapidly retrieve the Card Key. Run downstairs through the door closest to the one you first entered through.

[M20] INNER COURTYARD

The Card Key opens the closed gate; run to end of passage. Cut-scene: then another boss fight.

BOSS - STEVE

Tyrant-Steve cannot be killed, so just run like hell back the way you came. Keep running! Run, run, run! Two hits and you've had it. After you've escaped there's another cut-scene and then you're Chris again.

[M20] MAIN FOYER

Items: Red Gem
Monsters: Alexia 1
Prepare to fight Alexia's first form.

BOSS - ALEXIA

Alexia walks forward (if she touches you, you're dead) flinging acid (which flares into flames for a brief period of time). Shoot her with the Magnum and keep your distance until she drops, but remember: she can walk through flames, and you can't. Pick up the Red Ring and view it to reveal the Red Gem. Upstairs in the foyer, place all three gems into the family painting to reveal a secret door. Go inside.

HALLWAY

Items: Two Green Herbs
Monsters: Four zombies
Kill the zombies and enter the first door on Chris's right.

COMPUTER ROOM

Items: Two Green Herbs, Dragonfly Wing
Grab herbs; get the Dragonfly Wing. Go down the hallway and through a 'new' door to the left of Alexia's bedroom.

OFFICE

Items: First Aid Spray, Shotgun Shells, Foyer Key, two Tiger Eyes
Special Interest: Typewriter
Grab shells, spray and Foyer Key (inside desk drawer) and return to the main foyer where you fought Alexia. Unlock door with the Foyer Key and run to the Generator Room. Use the Valve Wheel to turn off power again, then run back to the Tiger Statue. With power off, the statue can't move when you remove gems. Grab Red and Blue Tiger Eyes. Go upstairs to the replica of the private residence hall and enter Alfred's room.

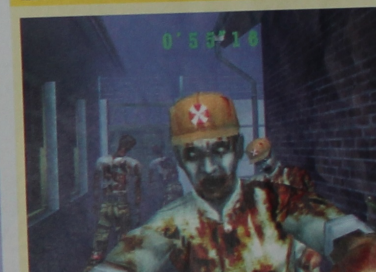
[M20] ALFRED AND ALEXIA'S BEDROOM

Items: Phonograph Record
Place the Blue Tiger Eye on the music box, head into Alexia's bedroom and place the Red Tiger Eye on her music box to be able to grab the Phonograph Record. Return to Alfred's bedroom and place the Record into his music box to reveal a secret ladder: climb up it.

[M20] CONFERENCE ROOM

Items: Handgun Bullets, two Green Herbs, Dragonfly Body (Dragonfly Key)
Grab bullets, herbs, and Dragonfly Body (from the pall on the table), then return to the computer room. Exit out the opposite door into the hallway leading to the Dungeon. Run into the office to combine the Dragonfly Body with four Dragonfly Wings to make the Dragonfly Key. Push a shelf aside and place the Shotgun on the rack to get the grenade flame and grenade acid rounds. Grab your best weapons with the most ammo. Fill out your inventory with health power-ups, leaving just one slot open. Head for the Dungeon.

BATTLE MODE



Complete Code: Veronica on any difficulty setting and the game will automatically save at the end of the credits. Now, when you return to the title screen, a new option will appear: the Battle Mode. Listed below are all the goodies you can unlock within Battle Mode. Check 'em out.

1. Unlock the first-person perspective (see screenshot above); collect the Sniper Rifle.
2. Unlock Steve Burnside: get the Gold Luger replica from the basement office. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.
3. Unlock Albert Wesker: collect Wesker's sunglasses from the floor in the incubation lab.
4. Unlock alternate Claire: perform well with the original Claire and get the best ranking to unlock her alter-ego.
5. Unlock alternate Chris: complete Battle mode with Wesker to unlock an alternate version of Chris: Redfield.
6. Unlock Linear Launcher: get an 'A' ranking with Steve, Chris and Wesker, plus both versions of Claire and you'll unlock the Linear Launcher for use in Battle mode. It will appear in your inventory the next time you play.

WALKTHROUGH

PlayStation 2 SPECIAL EDITION: PLAYERS GUIDE

DS4

DEVIL MAY CRY

The makers of *Resident Evil* have returned to the gruesome world of survival horror with this ultra-stylish action epic. In our packed guide, we present an entire walkthrough, expose every secret mission and reveal more than a secret or two...

Publisher: **Capcom Eurosoft** Developer: **Capcom** Price: **\$39.99** Players: **1**

The fluidity of the combat combined with some of the most impressive visuals ever seen make this a landmark PS2 title. Even beside all his previous survival horror creations, this stands as Mikami's magnum opus.

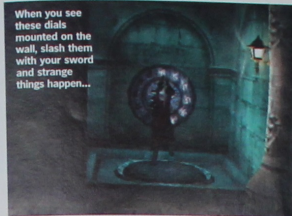
Graphics	The stunning gothic visuals will take your breath away	99
Sound	From rock to baroque it keeps the atmosphere on a knife edge	98
Gameplay	Fast, furious and sublime horror adventuring	98
Life span	The game's one flaw - it can be completed in a weekend	97

09

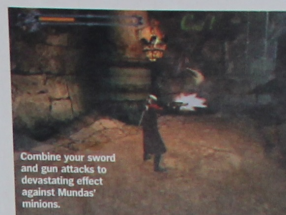
PlayStation 2 NERDICT

DEVIL MAY CRY

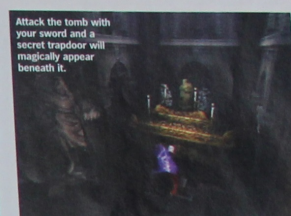
When you see these dials mounted on the wall, slash them with your sword and strange things happen...



Combine your sword and gun attacks to devastating effect against Mundas' minions.



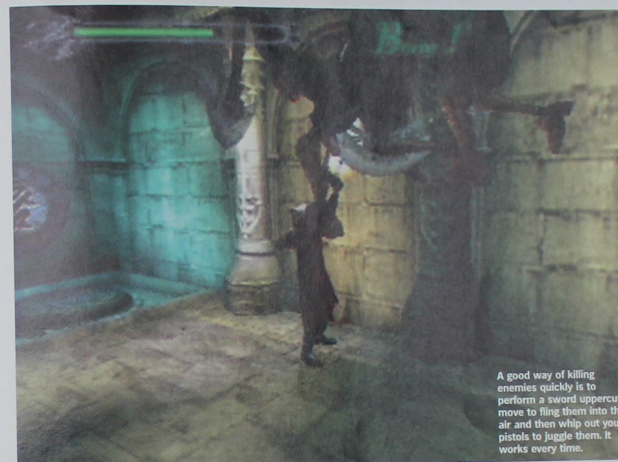
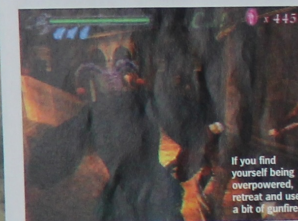
Attack the tomb with your sword and a secret trapdoor will magically appear beneath it.



Always concentrate on killing one enemy at a time, if possible.



If you find yourself being overpowered, retreat and use a bit of gunfire.



A good way of killing enemies quickly is to perform a sword uppercut move to fling them into the air and then whip out your pistols to juggle them. It works every time.

MISSION 1

Objective: Break the evil spell and open the cursed door.

Blue orb fragment locations:

- As you walk up the steps towards the castle, jump onto the small overhanging bridge and into the small tower.
- In the great hall on the first tier next to the huge statue.
- Behind a suit of armour in the room directly after the door you unlock with the orbs.
- You'll find this one in the left pool of water in the room with the three-slot mechanism.
- On the wing of the plane.

Secret missions:

- None

Ascend the pathway to the castle and pick up the yellow and blue orbs along the way. When Dante enters the castle he'll become locked in the main hall and must acquire 45 red orbs in order to open the first door. This should prove no trouble though as they're

to be found scattered around the floor and on the two tiers - you will have to use your kick jump to get to the balcony obscured by the fallen rubble. By exploring this first area you'll collect enough red orbs to open the door, plus a blue orb fragment for your troubles. When you have enough orbs, proceed to the red door at the back of the hall and use them to break the evil seal.

In the new room, slash the suits of armour to reveal some hidden red orbs (in fact, be sure to slash anything not connected to the scenery as the chances are they will also reveal hidden items). Next, go through the second door and take the spiral staircase upwards. You will now encounter a pack of Marionettes, but they are inanimate for the moment. Jump up through the small hole in the ceiling and take the RUSTY KEY from the Marionette stood motionless in the corner. They will now all ladder to life and you'll be able to get down to some serious slaughtering. Kill anything that moves with your sword attacks and be sure to pick up every red orb they release. The room just off this one has nothing of interest at this particular time, except for a blue orb in the left water pool, but you can re-enter this set of rooms repeatedly to get more kills/orbs.

Take the RUSTY KEY back down to the main entrance hall and

use it on the side door. In this new room you'll notice more Marionettes, a plane and another door. The door cannot be opened until you defeat all the enemies, but seeing as they haven't yet sprung to life, it appears you have to perform an additional task first. Jump onto the wings of the plane to obtain the blue orb fragment and then jump onto the propeller for a secret stash of red orbs. Then slash the suits of armour in the corner. A concealed lift will now be revealed and you can activate it by using repeated slashing moves on the stone dial.

Take the lift down and then go to war against the enemy. There are several to kill here and reinforcements soon arrive. When every enemy has been killed, take the lift back up and vanquish the remaining enemies. When the room is clear of evil the spell on the next door will be broken, meaning you can exit.

MISSION 2

Objective: Open the door to the Cathedral.

Blue orb fragment locations:

- Behind one of the destructible tables in the first door on the left (the Time Statue room).

Secret missions:

- None

You begin the level in a long corridor. Go through the door on the left into the Time Statue room. In here you can smash the tables to reveal some red orbs and an extra blue orb. Leave this room and proceed right to the other end of the corridor. Check the statue and a cut-scene will introduce you to your new weapon - the ALASTOR SWORD.

Go through the door next to the statue and take the RUSTY KEY from the painting. Also, smash the two tables in this room to receive some red orbs and the SHOTGUN. Now leave the room and use the RUSTY KEY on the previously locked door halfway down the corridor for a new area.

You will now be in a large courtyard with a fountain in the middle. Kill all the Marionettes and jump onto the fountain to

SATANIC SECRETS

There's loads to unlock in *Devil May Cry* but you've got to complete the game under certain conditions first. This wouldn't normally be so bad, but Capcom has made the unexpected move of making the game extremely hard indeed.

Easy difficulty

If you die and have to use continues within the first three missions, the game will realise that you're not 'up to scratch', so to speak, and an option for the Easy difficulty setting will be unlocked for all you wusses.

Hard difficulty

Successfully complete all the standard missions and an option for the Hard difficulty setting will be unlocked.

Legendary Dark Knight

Successfully complete all the standard missions under the Hard difficulty setting and an option for Legendary Dark Knight mode

will be unlocked. Things will start to get noticeably harder now but if you've already completed the Hard setting, you should be more than a match for this one.

Dante Must Die

Successfully complete all the standard missions in Legendary Dark Knight mode and an option for Dante Must Die mode will be unlocked.

Super Dante

Complete all the standard missions in Dante Must Die mode. You'll be able to play the game as Super Dante - who can change into a demon at any time and who has unlimited magic.

WALK THROUGH

receive some red orbs, then go through the door in the top right-hand corner of the yard – you'll need to use the ruined ships and work your way around the bar, jumping the large gaps to get to it. In this new room, kill the enemies and focus your attention on the large stone carving next to the small pedestal which you can't use at this time. Hit this stone block several times with your sword and it will move to reveal a hidden trap door. Go down here and take the STAFF OF JUDGEMENT from the dark sewer area. Now exit this room via the secret passage into the library and fight the grim reapers to break the seal on the door.

Finally use the STAFF OF JUDGEMENT on the statue where you obtained the ALASTOR SWORD to complete the mission.

MISSION 3

Objective: Overcome the Trials, and claim the Pride of Lion.

Blue orb fragment locations:

- On the warp pad at the end of the bridge, once it has crumbled.
- On a hidden platform above the cathedral doors – jump onto the highest carving above the door and use your Stinger attack.

Secret missions:

- Critical Hit

Anything happens for now, but you'll be stuck by lightning on the way back...



The way to attack Phantom is to jump on his back and slash away with your sword.

You start off in a large sealed room with a pedestal at one end. Go to this pedestal and acknowledge the PRIDE OF LION. You aren't allowed to take it yet, so turn around and walk straight out the door at the opposite end.

You'll emerge on a large bridge out in the open, so walk across it and the area at the end contains several red orbs (leave them for now) and a warp pad. Read the inscription behind the warp pad and walk back across the bridge. About halfway along, you'll be struck by lightning and the middle of the bridge will crumble – sending you crashing into the waves below.

You will emerge in a small underground passage, but your life is slowly edging away, so waste no time in running into the large room at the end and standing on the warp pad in the middle. Six skulls will now surround you, but they are painfully easy to kill by using a few simple sword combos. When they have all been defeated, stand on the warp pad again to be transported back to the bridge. You will appear in front of the large doors you originally exited the castle by, but instead of going through them now, jump onto the carvings around the doors and you'll obtain some hidden red orbs. Also, when you get to the highest carving you'll see a platform in front of you – use your Stinger move here. If you have it, and a hidden blue orb piece will appear. You can also use the crumbled bridge fragments to jump back to the end of the bridge where another blue orb will be waiting.

Be warned though, these fragments of bridge fall after a short while, so if you're on one when it sinks, you'll be taken back to the underwater passage and must defeat those skulls again.

Return to the castle and take the PRIDE OF LION from the pedestal and brace yourself for the mutha of all boss encounters...

Defeating Phantom

You will be faced by Phantom – a huge scorpion cross spider who spits fireballs and sends columns of flames hurtling up your posterior. Press **AB** to activate your Devil Trigger and aim a barrage of sword slashes to its face. When it charges up for fireballs, retreat and keep jumping and moving to evade them. Alternatively, you can use a sword swipe to send these fireballs crashing back at Phantom – but you'll need precision timing to pull this off.

When Phantom is defeated, the door you originally entered this room by will be unlocked. Go through it to complete the mission.



Hit Shadow with shotgunfire and he reveals an orb, then attack it with your sword.

SECRET MISSION #1: CRITICAL HIT

When: After you have defeated Phantom.

Where: In the underwater passage.

Objective: Defeat the Sin Scissors by hitting it at its weak point.

This secret mission is fairly straightforward. Simply knock the Sin Scissors off balance by shooting it in the face with your shotgun. Quickly follow this up with another shotgun blast to the face and you should get it. If you're too slow, simply try, try again by re-entering the area.

MISSION 4

Objective: Show the Lion your strength to open the Path. Then acquire the Melancholy Soul.

Blue orb fragment locations:

- In the tower next to one where you acquire the UNTOUCHABLE above the doorway.

Secret missions:

- Phantom Baby
- Phantom Baby (2)
- Three Beasts

You will start this mission next to the doorway to Shadow's lair. Go back into that huge room to try the first secret mission – a good technique if you want to bolster your red orb supplies is to keep attempting this mission but never quite make the quota before the time runs out. This way you'll get almost an infinite amount of orbs, but it takes time and patience.

Head back to the door halfway along the corridor, but you'll be confronted by Shadow again before you can get there. Shadow will chase you to the other end of the corridor spitting fireballs at you, so keep jumping to avoid these and, when you get to the end, either turn and fight the vile beast or escape into the Time Statue room for the second secret mission.

Head back to the doorway halfway down the corridor and use the PRIDE OF LION on the forcefield. This will now clear revealing a lion statue, hit this three times and you'll have another ferocious boss to contend with.

Defeating Shadow

This demon dog is fast and furious, so you'll need to stay on your toes to evade its constant barrage of attacks. Shadow can warp to different positions and attacks using probing spikes. One technique for beating it involves arming yourself with the SHOTGUN and jumping up to the tier. From here you can inflict a hefty amount of damage from a safe distance – Shadow may eventually find its way up here but if it does simply jump back down and it will follow you. When Shadow has taken a certain number of hits, it will split to reveal an orb – when this occurs, get in close, activate your Devil Trigger and attack the orb before Shadow reforms and continues the assault. Keep repeating this process and eventually the hound of hell will crumble.

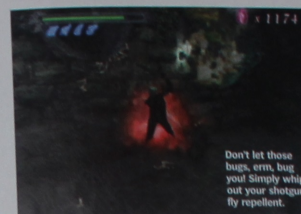
Once you have defeated Shadow, go through the door above the lion statue and you'll emerge on the staircase. Jump over the banisters and drop down to the dark sewer area. Here you'll see a platform in the centre of the room with a stone dial in the wall. Attack this dial with your sword and then quickly stand on the platform. It is a lift and will transport you upwards where you can jump to an adjacent platform to obtain the DEATH SENTENCE decorative sword.

Jump back onto the staircase and go down through the set of double doors leading into the bedroom. Once inside, jump on top of the four poster bed to receive some extra red orbs, then use the DEATH SENTENCE on the small statues to the side of the door. You will now receive the MELANCHOLY SOUL and a cut-scene will roll. Follow the sinister knight through the window and you'll emerge in a courtyard where you have to fight him...

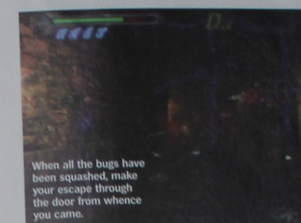
Defeating Nero Angelo

This guy is surprisingly easy to defeat – simply try and get behind him and attack with an array of sword combos to his blind side. He will retaliate by firing projectiles, but these can be easily avoided by jumping. Engage your Devil Trigger whenever possible and you'll make short work of this sinister being. When the Knight has taken so many hits, he'll retreat to a higher platform and invite you to fight him again. However, his attack patterns never change so you should easily be able to defeat him.

While fighting Nero you can do a spot of exploring. On the last platform where you fight him you'll notice a couple of towers. One contains a blue orb fragment – but you'll need the AIR RAID or AIR HKE moves to get to it. The other tower contains some red orbs and an UNTOUCHABLE, which should come in very handy – although using it, and items like it, will affect your mission grade. When Nero has been defeated the mission will be over.



Don't let those bugs err, bug you simply whip out your shotgun fly repellent.



When all the bugs have been squashed, make your escape through the door from whence you came.

SECRET MISSION #2: PHANTOM BABY

When: At the start of the mission.

Where: The room where you fought Phantom.

Objective: Defeat 100 Phantom Babies within the time limit.

This mission is a doddle. Simply equip your HANDGUNS and dance around obliterating all those baby scorpions. With your finger rapidly battering that fire button, you should be able to clear an area of Phantom Babies in no time at all before moving to the next heavily populated area – they tend to be the four corners. When 100 of the scorpions have been killed, a blue orb fragment will appear in front of the exit.

SECRET MISSION #3: PHANTOM BABY (2)

When: At the start of the mission.

Where: In the Time Statue room at the far end of the corridor.

Objective: Defeat 100 Phantom Babies within the time limit without using any weapons.

As soon as you begin the mission, make short, circular movements to wipe out a huge number of Phantom Babies around the door. Continue to walk around squashing them underfoot and work your way towards the front of the room. As the space is quite confined, you shouldn't have too much trouble passing this mission.

ORB-GASMIC

Playing through DMC, you can't help but notice orbs of many colours scattered around the halls. Each flavour has its own role to play in the proceedings and there are five in total...

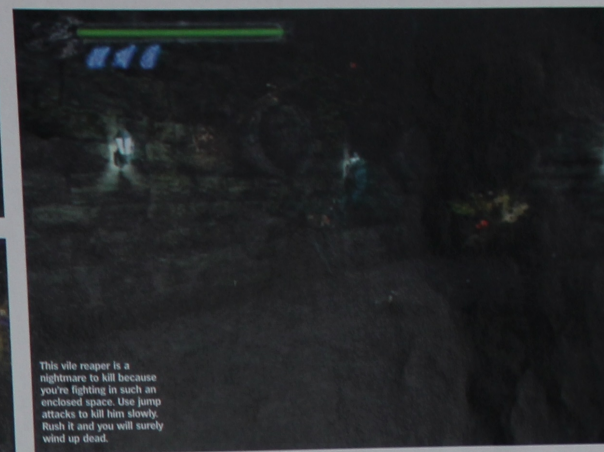
Red: These are the most common kind of orb and are obtained by defeating enemies and generally searching around. These orbs are generally used to open new doors (if you have collected enough) and as a currency to purchase new items and skills.

Green: This is the holy orb that restores some of Dante's health when injured in combat. They are usually obtained by killing enemies, although they're nowhere near as common as the red orbs. Basically, if Dante's taking a bit of a savage beating, these are never too far away.

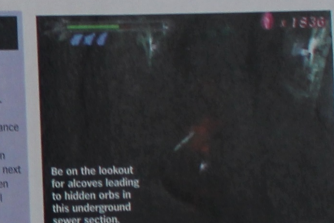
Yellow: This is the sacred orb that gifts Dante another attempt at his quest when the veil of death descends upon him. These orbs can be purchased in-between missions, so always be sure to have at least one.

Blue: These orbs must be searched for throughout your quest and comprise of four parts. Once you accumulate four parts, they form one orb which increases your health bar.

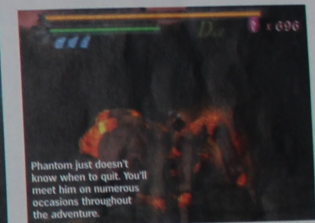
Purple: These special orbs increase Dante's magic meter, thus enabling him to remain in his demonic form for longer. These orbs can be purchased in-between missions but cost a lot of red orbs.



This vile reaper is a nightmare to kill because you're fighting in such an enclosed space. Use jump attacks to kill him slowly. Rush it and you will surely wind up dead.



Be on the lookout for alcoves leading to hidden orbs in this underground sewer section.



Phantom just doesn't know when to quit. You'll meet him on numerous occasions throughout the adventure.

SECRET MISSION #4: THREE BEASTS

When: After defeating Shadow.

Where: Take the first elevator down beneath the plane room.

Objective: Defeat all three Shadows.

Well, you know what you're up against and if one hellish hound wasn't bad enough, you've got three of them! Be sure to use plenty of rolls and jumps to evade their savage attacks and pepper them with shotgun fire.

MISSION 5

Objective: Head forward before the Melancholy Soul runs out of power.

Blue orb fragment locations:

- None

Secret missions:

- None

When the mission starts, you'll have exactly three minutes to get from where you are back to the bottom of the staircase where you activated the elevator to obtain the DEATH SENTENCE and the door which you couldn't open before. However, before you can enter the window back into the bedroom, you must defeat another of those Shadow beasts. Use the same techniques as before – perhaps even the UNTOUCHABLE you obtained from the tower – and floor that critter as quickly as you can. With the window unlocked you can get back into the castle, so dash through the bedroom and then jump over the banisters and drop down to the dark floor below. Now use the MELANCHOLY SOUL on the door and you'll complete the mission.

Retry mission

If you fail to get to your destination in time, you'll have to try the mission again from a slightly different perspective. As the MELANCHOLY SOUL is no longer charged, you must go back to the

room in the top right-hand corner of the courtyard where you fought the original Shadow and recharge it using the statue at the end. Once this is done, you'll need to fight a second Shadow in the courtyard before making haste to that door.

MISSION 6

Objective: Defeat the Guardian Demon and get hold of the Guiding Light.

Blue orb fragment locations:

- Above the ruins of the dead end corridor when you start the mission.

Secret missions:

- None

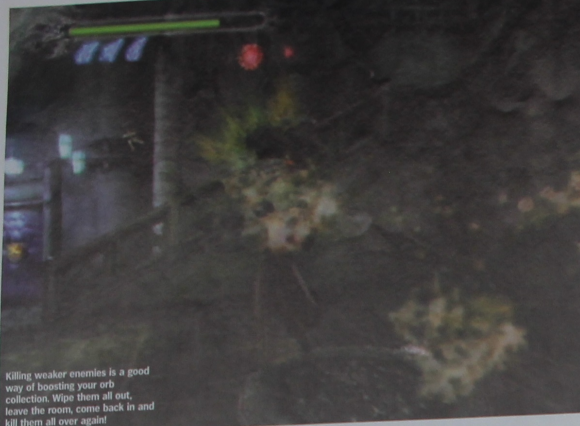
You will start this mission in the castle sewer, so proceed straight up the screen and into the dead end area. Jump up on the left-hand wall and you'll gain a hidden blue orb fragment. Now head along the sewer path and through the first door you come to. You will emerge in the pipe room and one of the pipes has a RUSTY KEY on top. To get it, simply walk underneath the pipe and press your action button. At this point, swarms of insects will fly from the pipes but these shouldn't pose a problem as long as you have your shotgun handy.

Leave the room and proceed down the tunnel. There is an alcove on the way which contains a great many green orbs, so use some if you're hurt but otherwise save them. Use the RUSTY KEY on the double doors at the end. You will now have to proceed down another long corridor – again, with a green orb alcove halfway along. As you near the end of the corridor, a cut-scene will kick in and you'll be faced with another bad boss to kill.

Defeating Death Scissors

This is a tricky and infuriating character to kill and it will hit Dante with a whirlwind attack which lifts him off the ground for a few seconds and four flying scythes, which inflict a whole load of pain – but you can easily anticipate this attack when you see the Death

WALKTHROUGH



Killing weaker enemies is a good way of boosting your orb collection. Wipe them all out, leave the room, come back in and kill them all over again!

Scissors readying its blades.

To kill this foul entity, you must jump and aim sword swipes at the head, before rebrating and timing your next assault. It takes a lot of time to defeat, so don't lose patience and go charging in because you'll soon regret it.

When the Death Scissors has been defeated, pick up the GUIDING LIGHT to complete the mission.

MISSION 7

Objective: Return to the Bedroom before the Guiding Light saps all your power.

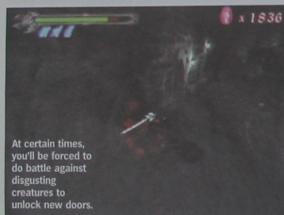
Blue orb fragment locations:

- None

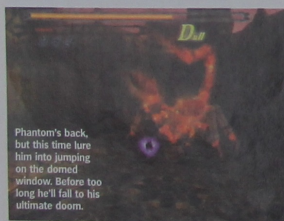
Secret missions:

- One-Eyed Demon

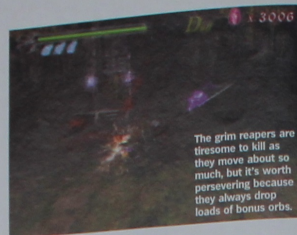
This mission is similar to five, but with one key difference: you must get to a certain location but, instead of having to contend with a time limit, your health is slowly being drained by the GUIDING LIGHT and so you must get to your destination or die. Your destination is the bedroom, so you must hastily work your



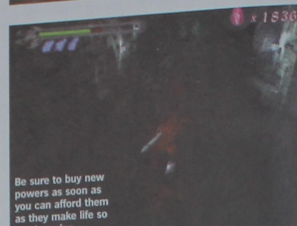
At certain times, you'll be forced to do battle against disgusting creatures to unlock new doors.



Phantom's back, but this time lure him into jumping on the domed window. Before too long he'll fall to his ultimate doom.



The grim reapers are treasure to kill as they move about so much, but it's worth persevering because they always drop loads of bonus orbs.



Be sure to buy new powers as soon as you can afford them as they make life so much easier.

way back down the corridors. However, along the way you'll have to contend with Phantom (again) and some reapers. With any luck, you would have saved some of those green orbs in anticipation of battles like these, so use the same techniques you used in previous encounters to defeat them.

When you're back in the tower, use the elevator to raise you up to the DEATH SENTENCE platform and then jump across to the bedroom. Once inside, use the GUIDING LIGHT on the sun panel next to the mirror. When it opens, examine it to complete this simple mission.

SECRET MISSION #5: ONE-EYED DEMON

When: Before you leave the sewer.

Where: In the pipe room where you obtain the RUSTY KEY in mission six.

Objective: Let one Cyclops kill the other.

The idea is to get between the creatures so that they unleash fireballs at you, and then to jump out of the way at the last second so they strike each other. Your health is still being drained by the GUIDING LIGHT and you can't afford to take too many hits, so avoid their claw attacks like an anthrax-laced letter. Another good

technique is to jump onto one of the pipes and then let the creatures jump up at you, landing on each other in the process. Eventually this will kill one of them. Feel free to finish the other.

MISSION 8

Objective: Activate the Switch and make your way out of the rooftop.

Blue orb fragment locations:

- On a ledge above the horse statue where you find the Trident.
- In the right pool when you cross the barricade.

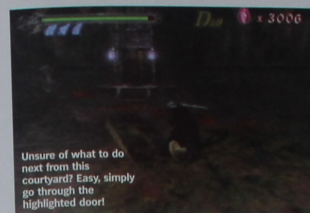
Secret missions:

- None

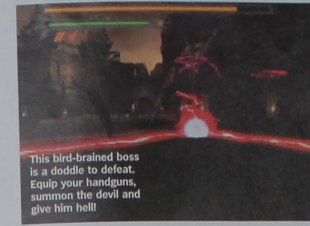
There is time to have a breather between missions seven and eight because the mission will only begin once you jump between the ledges over the great hall and exit through the door at the end. So use this time wisely to backtrack and collect any items you've missed, or slaughter a few enemies to bolster your red orb collection – call it a brief respite before the action ahead. If you're after a decent time then don't worry, as your mission eight time will not be calculated during this period.



Insert your trident into this mechanism and you'll have only seconds to get past the gate in the room below. Run! Faster!



Unsure of what to do next from this courtyard? Easy, simply go through the highlighted door!



This bird-brained boss is a doddle to defeat. Equip your handguns, summon the devil and give him hell!

Once you have jumped the gap on the great hall and gone through the door, mission eight begins proper. Once in this new room, take the large red orb and use the Time Statue if you wish. Then jump up the ledges and exit via the door directly above the one you entered through.

You will emerge in a large open space. If you try to leave through the gap in the wall you'll be stopped by a barricade and Phantom will return once again. End this creature's life once and for all, but be warned that he has learnt a new move – he'll shoot fireballs up into the air, which will then rain down on you. The best method of defeating it is to stand on the glass dome in the centre of the area and lure Phantom to jump on you. When it lands on the glass it will slowly break. Repeat this five times and the vile beast will crash through the dome and be impaled on a spike down below – exactly as it would if you were to defeat it the hard way.

When Shadow is no more, make your way past the barricade and pick up the TRIDENT. If you jump onto the right pedestal some red orbs will appear from nowhere. If you jump onto the ledge above the horse statues, you acquire a blue orb fragment. Exit the area by dropping through the gap between the statues. In this new room, attack the glowing object with your sword to activate the lever mechanism. Then take the GRENADE GUN from the corpse and drop down through the trap door at the back.

You will emerge in the three-holed mechanism room back at



The sacred gauntlet of Ifrid is your reward for scaling a series of moving platforms. Brand new moves and skills await...

DEVIL MAY CRY

THAT'S RANK

When each mission in DMC is completed, you'll be assessed on your performance and ranked accordingly. The rank you are awarded ranges from a 'D' (the worst) to 'S' (the best) and you will receive bonus orbs for getting higher ranks. If you obtain the maximum mission score of 1500 points, you'll receive 2000 additional red orbs – which will come in very handy for powering Dante up a lot quicker.

There are several factors which affect your rank in Devil May Cry and they are:

Time: The amount of time it takes you to complete the mission. Obviously, the quicker the better.

Orbs: The amount of red orbs you collect over the mission. The more you collect, the more points you'll accumulate.

Damage: The amount of damage you sustain – if you take no damage at all then you'll receive maximum points. Use a continue and you can forget about points.

Items: Any items you use that affect your health or chances in combat are also taken into consideration and you'll be deducted points accordingly.

This table outlines the points required for each ranking.

Mission	Time limit	Orbs required
01	5:00	400
02	7:00	450
03	3:00	550
04	4:00	550
05	2:00	100
06	3:30	250
07	3:00	650
08	3:00	585
09	8:00	1500
10	4:30	600
11	5:30	1000
12	4:00	700
13	2:10	200
14	5:00	500
15	10:00	1400
16	6:00	1000
17	7:00	600
18	6:00	900
19	3:30	500
20	4:30	700
21	5:00	700
22	5:00	0
23	7:00	600

the start of the game, but this can now be activated by using the TRIDENT. You now have to jump over the raised barricade that is slowly descending, out of the door, down the stairs and through the next door to the room below the three-holed mechanism. If you're fast enough, you'll be able to get through the gate before the barricade is lowered. Now take the blue orb fragment from the right water pool and exit through the new door that's appeared to complete the level.

MISSION 9

Objective: Open the Gate with your new Power.

Blue orb fragment locations:

- To your right at the entrance to the courtyard. Hit the tombstone repeatedly to uncover it.

Secret missions:

- None

You will begin the level out in the open with a long bridge to cross. When you get over to the other side the bridge will be raised, cutting you off from the castle. In this stone cobbled area after the bridge, you can get gain extra red orbs by jumping on the flat-top pillars and a DEVIL STAR, which is to be found behind the central tombstone.

When you've done exploring, go down the steps into the garden. A cut scene will now roll which introduces you to a new breed of enemy. Kill these without haste using familiar sword-juggling techniques interspersed with GRENADE GUN fire. There are lots of items to pick up in this courtyard, once the three enemies have been killed. From your starting point, there are three locked doors – one with a red emblem, one with a blue emblem and a central one which requires two spears to unlock. There is also a highlighted path leading off straight ahead. There is a blue orb fragment under a tombstone down a small path to your right – simply hack at it with your sword to obtain it. Opposite the two spear door, there's another locked door with some HOLY WATER sitting above it. Finally, there are some red, yellow and green orbs to collect in this area.

Now go through the arch along the highlighted path and you'll wind up in another spacious courtyard. Pick up the yellow orb and DEVIL STAR on the opposite end of the second level and hit the dial on the wall to activate some moving platforms. Navigate these platforms and work your way up to the floating pedestal in the centre of the courtyard. Pick up IFRIT from the pedestal and watch the cut scene. With the IFRIT gauntlet equipped, Dante can now perform some sexy new moves.

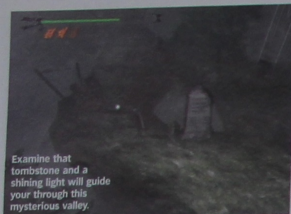
Now head back to the first courtyard and prepare to encounter another boss...

Defeating Griffin

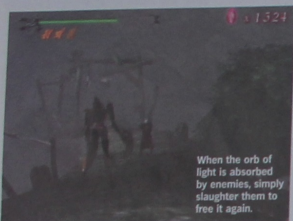
This squawking bird isn't half as tough as it likes to think it is and, by carefully observing its attacks, you'll soon spot moments when you can counter. Throughout this battle arena there will be strategically placed red platforms which can be jumped on to get a better attacking position – but you won't need these. Instead, equip your handguns and then go about blasting the bird. Activate your Devil Trigger to enhance your shots and take care to dodge Griffin's attack by simply jumping out of the way. When your Devil Trigger gauge is empty just keep unleashing those shells into the feathered freak until it is filled again. Eventually the bird will flee leaving some tasty orbs behind.

When Griffin has been defeated, follow the new highlighted path to the door in the corner and punch the right-hand torch to ignite it and open the door. You will emerge in a misty woodland. Jump onto the tree stump in the centre for some hidden red orbs – there's also some more red orbs and some HOLY WATER on a concealed ledge along the right-hand wall and a yellow orb on a ledge near the door. When you attempt to go through the door you'll be faced with loads more Marionettes and a new type of adversary. Plough through the lot of them to break the seal and exit through the door.

This next area is also brimming with foes and there are a



Examine that tombstone and a shining light will guide your through this mysterious valley.



When the orb of light is absorbed by enemies, simply slaughter them to free it again.

collection of red and yellow orbs scattered about the place as well as a DEVIL STAR on a ledge. The door at the far end requires 200 orbs to unlock. Simply open it to complete this rather long level.

MISSION 10

Objective: Make your way past the Maze Valley.

Blue orb fragment locations:

- None

Secret missions:

- None

This is a simple mission to complete and can be done in no time at all. You will walk into a valley that has two paths leading off. Defeat all the enemies in this area and then read the tombstone. Doing so will reveal a ball of light which you need to follow up the respective path in order to get out of Maze Valley. As you reach

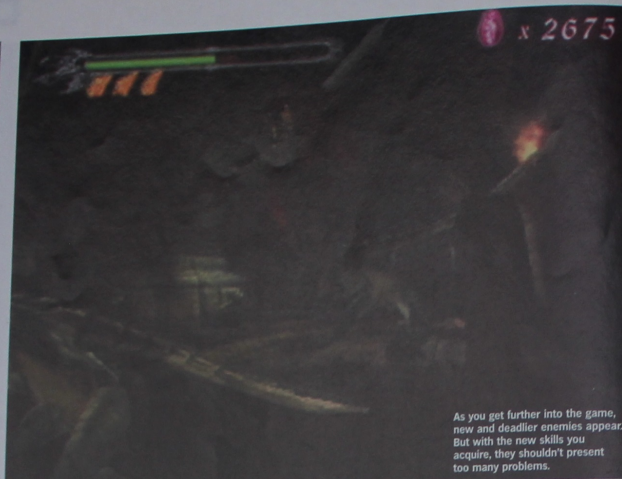
IMMORTAL COMBAT

You may initially think that Dante's repertoire of attacking moves consists only of a few random sword slashes and some fire-power, but you'd be wrong. He has a plethora of pulsating sword attacks which come into effect by using different button combinations and movements on the joystick. New skills and moves for certain weapons can also be mastered in exchange for red orbs. It's good to keep your attacks varied, as you'll be praised for innovative assaults via some bizarre wordage that flashes up at the top of the screen - stuff like 'Cool!', 'Cool!', 'Bravo!' and 'Style!'. Getting varied strings going ultimately rewards you in your overall mission rank. So, what can the devilish dude do then?

Standard moves:-

Move	Command*
Kick jump	Press ○ when jumping against a wall
Roll	Hold △ and press ← or → + ○
Back flip	Hold △ and press Back + ○
Single slash	○
Slash and hack	○ , ○
Double slash	○ , ○ , ○
Killer slash	○ , ○ , ○ , ○
Killer thrusts	○ , ○ , ○ , ○ , ○
Finish	○ , ○ , ○ , ○ , ○ , ○
Air throw	○ , ○ , ○ , ○ , ○ , ○
Uppercut jump	Hold △ and press Back + ○
Overhead slash	○ , ○

*The commands refer to the default controller setting of:
○ = Sword attack
○ = Jump
○ = Gun attack (when aiming)
○ = Not used



As you get further into the game, new and deadlier enemies appear. But with the new skills you acquire, they shouldn't present too many problems.

new screens the light gets swallowed by certain enemies, so you'll need to kill them in order to free it and continue your journey. If you take the wrong path then you'll be warped back to the start and must try again.

When the light has guided you through the valley, you'll emerge in a new area where you must fight two Cyclops beasts. Once you have defeated them the next door will open, so collect the green orbs and the HOLY WATER from this area and then exit through the door to complete the mission.

MISSION 11

Objective: Present the Chalice to open the path.

Blue orb fragment locations:

- Inside the area to your left of the starting position.
- Defeat all of the Blades inside the well.

Secret missions:

- A Bunch Of Ghosts

You begin this mission with another hairy boss confrontation - this time with Death Scythes. The way to attack it is to the head, preferably with your Devil Trigger activated. Keep moving to avoid its attacks and then strike quickly before it has a chance to retaliate. Keep repeating this process until it dies. Now collect all the various orbs scattered around (including a blue orb fragment) and then jump into the well, just in front of the tree.

Inside the well lurk Blade enemies. Defeat them all and a blue orb fragment will be your prize. Jump out of the other hole and you'll emerge outside in an area leading up to the SIGN OF CHASTITY. Pick it up, go back through the well and then exit via the door behind the tree.

Now place the SIGN OF CHASTITY onto the pedestal in front of you and you'll be awarded the CHALICE. But before you can do anything else, Nero Angelo crops up again. Defeat him in the same manner as you did previously and replenish your health using the green orbs below the CHALICE pavilion.

Now head for the cave directly in front of the CHALICE pavilion, place the CHALICE onto the Knight pedestal and then the door, directly below your current location will be opened. Enter this new door to complete the mission.

SECRET MISSION #6: A BUNCH OF GHOSTS

When: At the start of mission 11.

Where: The Garden Courtyard just before you ended Mission 10.

Objective: Get the blue orb fragment in the air.

First you must locate the orb fragment. There are possibly many ways to do this, but the best one we found was to start jumping on the walls and onto the heads of the enemies to get up to it. The enemies won't attack while you're moving, so keep active: grab the blue orb fragment and then kill them all.

MISSION 12

Objective: Enter the captain's cabin on the deck of the ship.

Blue orb fragment locations:

- Use the stinger move on the highest point of the front mast to drift over to the bow of the ship.

Secret missions:

- None

When you begin this mission, break open the red orb statue and then jump into the water (you'll be informed of the alternate underwater controls at the start of the mission). Swim into the wrecked ship, dodge the enemies and climb inside. Up the stairs will be the underwater NEEDLE GUN, along with a DEVIL STAR. Head up to the deck and collect all the red orbs up the masts. Climb up to the highest platform on the front mast and then use your Stinger move to float over the bow of the ship, a blue orb fragment will drop down from the sky.

Head towards the door to the captain's cabin and a Death Scythe will appear, which you'll need to kill before you can enter. When the enemy is defeated, try entering the door again and the ship will start to move.

Brace yourself now because Griffon is back for a second round and you'll have to beat it on the deck. Use the same techniques as before to beat the bird (it really should be quite simple as you've defeated it once already) and when it's defeated the door to the cabin will finally be unlocked. Simply go inside to complete the mission.

MISSION 13

Objective: Look for the exit and escape the ship.

Blue orb fragment locations:

- In the area below the door which leads to the deck of the ship.

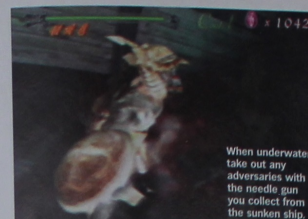
Secret missions:

- None

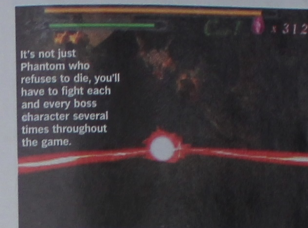
You start the mission in the captain's cabin. First off, take the STAFF OF HERMES and the ship will start to shake and sink, meaning you'll have to swim your way out. Exit the cabin via the small vent in front of the Time Statue and go back down to the level below the deck.

This area is now filled with water and there are a few enemies to kill. Obviously your timing here is critical, so try to mop up as quickly as you can.

Once you clear them, enter the area below the staircase where you'll find a blue orb fragment bobbing around. Go back up to the previous room and then go through the exit at the other end. Now you can finally escape the ship via the hole in the hull to complete the mission.



When underwater, take out any adversaries with the needle gun you collect from the sunken ship.



It's not just Phantom who refuses to die, you'll have to fight each and every boss character several times throughout the game.

MISSION 14

Objective: Get back to the Ground, head for the Colosseum.

Blue orb fragment locations:

- In the right pool of water after you exit the ship.
- On the cliff to your right after you exit the elevator.
- To the right of the far end of the bridge.

Secret missions:

- Water Prison

You'll start submerged in water, so swim to the surface, jump out of the pool you're in and onto the one on the right to receive a blue orb fragment. Proceed to the rock canyon and, in a little alcove along the path, you'll find a HOLY WATER in a chest. By going through the next door you'll start the mission proper. There's a spiked wall facing you and lots of spike holes in the floor. Head to the other end of the circular room and take the EMBLEM SHIELD from the skeleton. The circular room will now start to rotate and spikes will shoot up through the ground. A metal grate that was previously blocking your way will now be raised so you can get out and head towards the elevator.

There are several items to pick up when you eventually emerge. There's a blue orb fragment on the ledge to the upper right and there are also plenty of red orbs and a yellow orb scattered around.

In the next area, there are several enemies to kill and a small cave containing a red orb statue under your starting position. Also, when you cross the bridge there's a blue orb fragment on the lower right ledge. To exit this area will cost you 200 red orbs.

In the next area, there's a DEVIL STAR to be picked up and another door which asks for 100 red orbs - but don't worry, you'll get them all back shortly.

SECRET MISSION #7: WATER PRISON

When: Just after mission 13.

Where: Check the skeleton lever in the cabin of the ghost ship.

Objective: Defeat all eight enemies.

This is a very straightforward mission, all you have to do is use your NEEDLE GUN to defeat the eight Blade enemies that you'll find swimming around you.

MISSION 15

Objective: Use the shield and lances and attack the Colosseum.

Blue orb fragment locations:

- Behind the destructible wall in the Blue shielded area.
- Jump under the platform holding the NIGHTMARE BETA in the red shielded area.
- Get to the highest point in the Colosseum.

Secret missions:

The skeleton lever triggers these harmful spikes. Simply observe their patterns and weave in and out of them accordingly.



● Treasure Guarded By The Death God

You begin this mission back in the courtyard you started off in. There will be some enemies to kill here, so do that quickly because you have a decision to make very shortly. You'll notice that there's a highlighted path leading to a set of double doors, but these can't be opened right now. Instead, you can opt to enter one of the shield-guarded doors. The choice is yours but the items you need will appear behind either door. For the purpose of this walkthrough we will take you through the blue door first.

Go through the blue shielded door and pick up the LUMINITE at the end of the room. Then go down the steps and smash open the breakable door - inside here you'll find numerous orbs, including a blue orb fragment and HOLY WATER. Then go through the other door and you'll emerge in another circular corridor with spikes in the walls. Navigate past these spikes and go up the steps in the middle of the path and into a room containing several red orbs and a platform for recharging your devil gauge.

Proceed to the end of the spiked corridor and out onto the ledge. You should be able to see a small platform just around the corner. Don't bother with this, simply perform your Air Raid move and drift across to the far platform to pick up the PAIR OF LANCES. Now exit via the way you came, remembering to recharge your Devil Trigger on the way out.

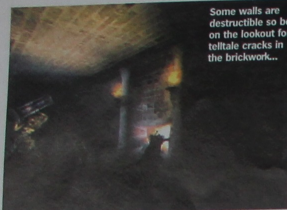
Back in the courtyard, go through the red shielded door. Inside is a layout that mirrors the blue shielded room, except you must smash dials on the wall to lower platforms that'll lead you to the NIGHTMARE BETA weapon. Now drop down to the ground and fight the creatures you're faced with. By double jumping underneath the platform where the NIGHTMARE BETA was, you'll be awarded a blue orb fragment.

Exit the red shielded room and then use the PAIR OF LANCES on the set of double doors in the courtyard. You will now be in the Colosseum, so search it for various orbs - including a blue orb fragment. You will trigger the next part of your mission by walking onto the large illuminated circle on the ground. At this point you will have to face Griffon again, but the same techniques as before still work perfectly well for killing him.

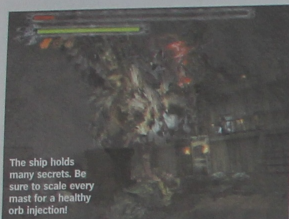
When he's defeated, a cutscene will roll and you'll watch Monads torch the bird. After a conversation with Trish, a new platform will appear in the column that impaled Griffon - jump onto it and take the WHEEL OF DESTINY from the room below to end the mission.

He'll be the Tips Monkey!

WALKTHROUGH



Some walls are destructible so be on the lookout for telltale cracks in the brickwork...



The ship holds many secrets. Be sure to scale every mast for a healthy orb injection.

SECRET MISSION #8: TREASURE GUARDED BY THE DEAD GOD

When: During mission 15.

Where: Check the picture in the circular spiked room in the area back at the start of mission 14.

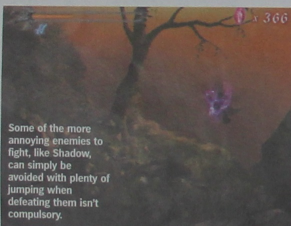
You will have to fight three Shadows but in a confined space, so they all tend to storm you at once. If you have the NIGHTMARE BETA weapon then this room is ideal for firing shots off the wall and scoring a plethora of hits on the hellish hounds. Remember, plenty of jumping to evade their attacks.

MISSION 16

Objective: Unravel the mystery of the Staff of Hermes.

Blue orb fragment locations:

- To the right of the staircase in the great hall.
- Jump off the head of the horse statue in the great hall.
- Jump under the head statue at the end of the long corridor (next to the Time Statue room).
- Next to the bed in the right picture.



Some of the more annoying enemies to fight, like Shadow, can simply be avoided with plenty of jumping when defeating them isn't compulsory.



This dark knight re-appears at several junctures. Who is he? What does he want? All will be revealed in time. For now, though, kill him!

Secret missions:

- A Lonely Flight Of Stairs
- Shadows in The Dark

Starting off where you finished the last mission, go back to the elevator and pick up the blue orb fragment as you go. Now head back out of the colosseum, through the courtyard and through the highlighted door. This will take you back up to the bridge, so use the WHEEL OF DESTINY to lower the bridge and proceed back to the castle.

The inside of the castle has changed dramatically since you left. In the great hall, the statue has been replaced by a large symbol wall which must be struck repeatedly to unleash a new enemy... Plasma. Kill it to unlock the other door, take the two blue orb fragments from the great hall and go through the recently unlocked door.

Head back to that long corridor and jump onto the face statue to gain yet another valuable blue orb fragment, then smash the suits of armour to reveal extra red orbs before exiting via the door to the cathedral (where, if you remember, you originally fought Phantom). You should immediately notice that this room has changed somewhat as well. There are now four dials on the wall, four strange lights on the floor and a huge puddle. Unfortunately, you can't do anything here apart from examine the puddle (the door to the stone bridge is locked for now). Get ready for a particularly nasty boss battle.

Defeating Nightmare

This thing is an odd-looking demon that looks like something out of The Blob and will attack with projectiles and slicing attacks. Your best bet is to change into a demon and then attack relentlessly head on. After a barrage of heavy blows, it will reveal its core, which you must attack with all your might. You can use the dials on the walls to make Nightmare more solid, thus making it easier to kill, but always run and jump for cover when you see the mass limbering up for one of its many attacks.

An alternate way of defeating Nightmare involves being engulfed by the beast. If you get close, it will suck you into its foul belly and you'll have to fight two enemies. The first is a set of skulls, followed by a huge spider. Use your most powerful weapons to kill them then, when you emerge from the Nightmare's belly, a large proportion of its energy bar will have gone.

Another way to beat the monster is by getting hurt in the process. Get sucked into the monster lyes, we did say sucked, and you will have to fight two enemies. Since you're in the later stages of the game, it won't be a problem to waste them with your best weapons. Holy Water is also a good (and immensely satisfying) thing to use against Nightmare when inside it. When you come back out you will have hurt Nightmare badly, around half its life will be gone.

When Nightmare has been defeated, exit via the door leading out to the stone bridge. Proceed to the end of the bridge and use the

SUMMON THE DEVIL

When you feel overcome from battling the hordes of Hades, you can tap into Dante's devilish side by pressing **△** and engaging his Devil Trigger. You can only perform this transformation once you have acquired the Alastor sword and when the three-character Kanji gauge beneath Dante's health bar is full (this is replenished by stringing together combos against the foes). When in devil form, Dante's speed and agility are heightened – making his attacks considerably more ferocious – but it doesn't last long – unless you use purple orbs to increase your magic gauge, of course.

Alastor sword moves:

Move	Command	Cost
Hover	△ , △	–
Stinger (Lv1)	Hold △ and press Forward + ⊙	350
Stinger (Lv2)	Hold △ and press Forward + ⊙	1400
Round Trip	Hold ⊙	1550
Air Hike	Press ⊙ when jumping	4000
Air Raid	Hold △ and press ⊙ when in air	750
Vortex (Lv1)	Press Direction + ⊙	1150
Vortex (Lv2)	Press Direction + ⊙	2400

Irifit gauntlet moves:

Move	Command	Cost
Charge Attack	Hold ⊙ during charge move	–
Jump Kick	Press ⊙ when in air	–
Magma Drive	Hold △ and press Back + ⊙	500
Kick 13 (Lv1)	Hold △ and press Forward + ⊙	700
Kick 13 (Lv2)	Hold △ and press Forward + ⊙	2100
Rolling Blaze	△	4350
Meteor (Lv1)	Hold △ and press Back + ⊙	990
Meteor (Lv2)	Hold △ and press Back + ⊙	2700
Inferno	Press Direction + ⊙ when in air	4850

STAFF OF HERMES on the object behind the stone tablet. If you refrained from taking the red orbs earlier, then they will have upgraded to become 100-ORB red orbs.

The two empty frames will now display parts of the castle which you can't get to. Jump into the right picture and you'll emerge in the bedroom. Take the blue orb fragment next to the bed and the UNTOUCHABLE that is above it. Then go back through the portal and jump into the left picture to end the mission.

SECRET MISSION #9: SHADOWS IN THE DARK

When: After defeating Nightmare.

Where: The aeroplane room.

Objective: Locate and defeat all Shadows.

There are four Shadows lurking in various locations nearby. Two are in the aeroplane room, one is in the great hall and the last is in the bridge room. You know the drill by now, slaughter them all and claim your treasured blue orb fragment.

SECRET MISSION #10: A LONELY FLIGHT OF STAIRS

When: After defeating Nightmare (on or mission 17).

Where: Colosseum.

Objective: Get the blue orb fragment by climbing the stairs of death.

You must scale the dizzy heights by jumping



The Irifit air attack is an essential means of taking down enemy creatures with ease and is well worth splashing out for.



This blob boss is the hardest to fight because it has so many different attacks. The best way of defeating it is to allow yourself to be absorbed by it, fight the two waves of enemies in the stinking pit of its stomach and then emerge and concentrate on the glowing orb that the creature reveals from time to time. It takes a while to defeat, so don't ruin any of your hard work by rushing things.

DEVIL MAY CRY

from platform to platform. You risk no health in this mission, but falling off the platforms for the eighth time can send you loopy. Good luck and remember, precise alignment before jumping.

MISSION 17

Objective: Overcome the dragon, gain the QUICKSILVER to enter the Audience Room.

Blue orb fragment locations:

- In the upper-right side of the bone dragon room.

Secret missions:

- Holy Blue Stone In The Sky

You will begin the mission in the same tower where you acquired the first RUSTY KEY, although, like everything else around here, it's changed somewhat. Take the red orbs from the old room, then proceed further up the tower, as the rubble has now been vapourised. Enter the door at the top and you'll be in the room above the one you were just in. At the end of this room is another set of pictures. Jump into the opened left one.

In the new area, the door will lock when you approach it, triggering the arrival of some new sub-bosses. They shouldn't pose too many problems for your heaviest artillery, so kill them all and enter the, now unlocked, doors.

You will now emerge triumphant in a new wing where there's loads of smashable armour concealing red orbs – collect as many as you can be bothered to, before

heading on to the next part of the level. Ignore the first turn off

and proceed through the doors at the end of the corridor. You will now have to combat a bone dragon, so equip your ALASTOR SWORD and return the fireballs it spits at you – this can be tricky, but once you get into a pattern it does seem to become much easier. They aren't very harmful to you, but three successful returns and the dragon will be vanquished, unlocking a mirror next to the crank. Head over there and rotate the mirror using the L3 stick (remember to push it in until it clicks) so that the reflection hits the mirror in the ceiling. Now collect the QUICKSILVER by jumping onto the rafters and working your way across the blue strands at the upper section of the room.

Next, return back to the corridor, go down the turn off and use the QUICKSILVER on the door. In this next room, you will have to fight Nero Angelo again. Use all your IRIFIT skills to defeat him and end the mission.

SECRET MISSION #11: HOLY BLUE STONE IN THE SKY

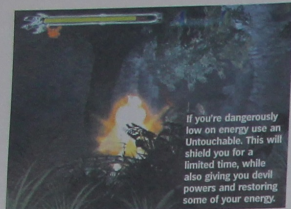
When: Mission 17.

Where: The broken bridge.

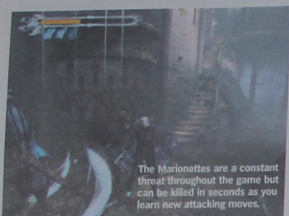
Objective: Get the blue orb fragment high up in the sky.

You can only activate this secret mission if you make it back from the end of the bridge to the door in one attempt (without falling into the water) – so try using your Air Raid skill. However, make sure you step from the last solid section of the bridge onto the first platform and then from the last platform to the door section – otherwise the mission won't appear.

The idea is to get to the blue orb fragment that's high up by using the jump pads that the Death Scythe chucks around. Avoid its attacks and concentrate on getting that fragment.



If you're dangerously low on energy use an **Untouchable**. This will shield you for a limited time, while also giving you devil powers and restoring some of your energy.



The Marionettes are a constant threat throughout the game but can be killed in seconds as you learn new attacking moves.



When you have some spare orbs, kicking around, why not invest in a purple orb? These extend the length of your Devil Trigger gauge, giving you more time for those landed melee attacks.

MISSION 18

Objective: Toss the Philosopher's Egg into the Fire to create the Holy Stone.

Blue orb fragment locations:

- Inside the barrel in the third room where you start.
- Next to the dead-end staircase in the tower.
- At the end of the room to the left where you place the Egg.

Secret missions:

- None

This mission starts with gifts. You'll first acquire the PERFECT AMULET, then your Force Edge sword will be upgraded to the SPARDA sword (don't use this blade for now though, because it renders your Devil Trigger useless). Take the portal back to the picture junction and then go through the – now open – right picture. You will emerge in water, so the old controls apply. Explore the neighbouring cells to acquire numerous red orbs and a blue orb fragment and then leave via the exit.

You will now walk straight into a battle with the reapers, so blow them away to open the next door and then you'll mysteriously emerge on dry land in a familiar place. Use the dial on the wall to fill the tower with water, then swim up until you hit

the first ledge (where you'll acquire a blue orb piece) and continue upwards until you reach the top of the tower (if the water subsides, simply hit the dial again). You will now come into possession of the PHILOSOPHER'S EGG. Take it and go down through the hole in the platforms, then keep going down until you land in a square. Go out of the doors and you'll be back at the garden.

Head towards the left door in the upper level and take the red orbs and blue fragment. Return to the garden and place the PHILOSOPHER'S EGG in the fire where the lion statue used to sit. You will now have to face Nightmare again, which should just take about as long as the EGG needs to cook, so defeat the enemy and claim your prize from the EGG – the ELIXIR. Mission complete.

MISSION 19

Objective: Open the Gate to the Underworld.

Blue orb fragment locations:

- Hang off the ledge next to the tower in mirror world.
- In the mirror world tower.

Secret missions:

- None

Enter the portal and you'll wind up back at the picture junction. No

need to stay here, so head back out to the broken bridge. Go to the pictures at the end and the ELIXIR will respond to the one on the right, so jump in. Head up and examine the mirror in the bedroom – the ELIXIR will now allow you to pass through it... welcome to mirror hell! This world is a mirror image of the real world, albeit slightly blurry. Head out of the door, jump down and collect the PHILOSOPHER'S STONE. You'll now meet a new type of enemy, so kill them all and unlock the next door. There are two blue orb fragments to be found here – one is to be found by jumping off the ledge, the other's in the tower.

When you have returned to the real world, head back to the cathedral (where you first fought Phantom) and you'll be able to enter into another mirror world.

You'll see a large vortex in the centre of the room and a small hole at the end of the crossable vortex. Place the PHILOSOPHER'S STONE in that hole and the vortex will vanish, only to be replaced by an even bigger vortex. Jump inside to complete the mission.

MISSION 20

Objective: Head for the room of living.

Blue orb fragment locations:

- None

Secret missions:

- None

Starting off in the entrance to the underworld, double jump into the opening and head down the long path to a fleshy wall. Strike this wall to reveal an entrance to the next room. In this Time Statue room, head to the fleshy wall behind the statue to begin the mission proper.

After a brief cut-scene, you'll have to fight Nightmare again. Defeat it using the same tactics as before and another, longer cut-scene will roll, after which the mission will be completed.

ITEMS

Items to assist you in your quest can either be found scattered throughout the levels, or they can be purchased at Time Statues. The cost of each item varies depending on the difficulty level you're playing on and how many of that item you have bought previously.

Item	Purpose
Devil Star	Restores five Devil Trigger gauges.
Vital Star	Replenishes one whole life bar.
Holy Water	Destroys weaker enemies instantly.
Untouchable	Shields Dante from harm for a limited period.

DEVIL MAY CRY

MISSION 22

Objective: Defeat Mundas.

Blue orb fragment locations:

- None

Secret missions:

- None

Proceed through the great hall and a lengthy cut-scene will kick in – brace yourself for the final battle! Mundas is a tough nut to crack, so observe its attacks very carefully, take your time and inflict pain at your leisure. You will have to defeat both forms of Mundas to complete the mission.

MISSION 23

Objective: Get out before the island breaks up.

Blue orb fragment locations:

- None

Secret missions:

- None

With a five minute time limit, you've got to get the hell out of there! Run back out of the Final Gate, past the circular room, then kill the two enemies to unlock the next door. Dash out to the passageway and back to mirror world. Head up to the moving platform and then jump out of the hole.

The second part of the mission takes place in the castle, the great hall to be precise, so battle your way back there. However, when you get to the aeroplane room, the floor will crumble and you'll end up in the pipe room – with Mundas!

Defeat Mundas using your powered-up handguns in conjunction with the Devil Trigger, then make your final escape from the whole confounded rock, shoot-em-up style!

TIME OUT

During play, you'll frequently come across Time Statues. These provide a safe haven from all the bloodshed and allow Dante to purchase additional items and swords in return for 'The blood of monsters' – otherwise known as red orbs.

MISSION 21

Objective: Activate the heart to open the Final Gate.

Blue orb fragment locations:

- None

Secret missions:

- The Hidden Bracelet

You will begin in a Time Statue room with a HOLY WATER in it. Enter the only other door and you'll see the Final Gate, but it's locked. Jump around the stands until you come to a platform below the Final Gate, then smash the red crystal to loosen the bones in the circular room outside.

Head out there, go through the fleshy wall and then proceed, killing everything along the way, to the next fleshy wall. This next

area is filled with lava, so avoid that at all costs. Make your way across the platforms and hit the dial on the wall. When the platforms rise, jump on them until you come to another platform. Hit the crystal to reveal some red orbs, then jump up to the next level. Hit the dial on the wall and then jump on the platforms until you come to the next fleshy wall.

You will end up back in the Final Gate room, but much higher up. Jump across the huge gap and you'll come to another wall-mounted dial. Activate it and the blocks locking the Final Gate will be broken, meaning you can enter.

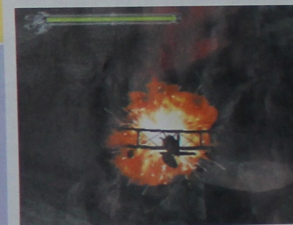
SECRET MISSION #12: THE HIDDEN BRACELET

When: Mission 21

Where: Hidden room behind the wall opposite the Time Statue.

Objective: Get the HIDDEN BRACELET, which is to be found at the end of the Hidden Path.

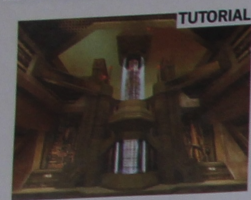
Cross the long stretch of road and pick up the last blue orb fragment. At the end of the path will be a room with a dragon inside. This one doesn't spit fireballs, so you'll have to take it out manually by hitting its head with heavy blows – gunfire doesn't work. When you have defeated the dragon, two more enemies will appear. Kill these and jump over to the TIME BRACELET.



Your work is done but you'll still have to escape the island via the plane to complete the game. This is easier said than done, though, so just shoot anything that moves!



COMPLETE GUIDE



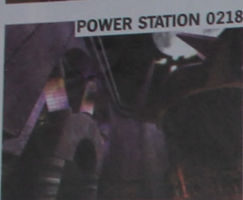
TUTORIAL



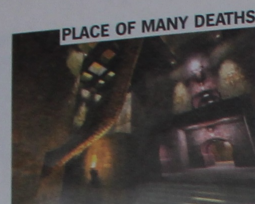
ARENA GATE



HOUSE OF PAIN



POWER STATION 0218



PLACE OF MANY DEATHS



HEROES' ODYSSEY

QUAKE III REVOLUTION

Become an invincible frag-master with our indispensable guide to Quake-III.

MAJOR CAMPAIGN ARENA LEVEL HINTS

Quake III isn't just about annihilating anything that moves – there's tactical play too.

TUTORIAL

Frag: 3
Time: 15 mins
Opponents: Crash
■ The first room is free from danger so pick up everything in it before going through the doors to fight Crash. Keep moving from one end of the arena to the other as quickly as possible. This will help you find and kill Crash soon after she has re-spawned.

TIER ONE: ARENA GATE

Frag: 5
Time: 10 mins
Opponents: Ranger
■ There is only one opponent but this arena is more complex than the tutorial. There's plenty of armour so collect it whenever possible. Keep moving around the arena and you might be lucky and catch Ranger soon after he re-spawns. This will make killing him easier. From the courtyard aim your rocket towards the floor near the health icon under the walkway. If you've a quick finger you may be able to pick off Ranger when he walks past.

PLACE OF MANY DEATHS

Frag: N/A
Time: 10 mins
Opponents: Krusade, Bitterman, Grunt
Possession Time: 60 Seconds
■ This is a possession game where the aim is to hold the flag for as long as possible. As soon as the game starts, run backwards to collect the armour. Then run forwards towards the flag room. If an opponent collects it before you reach it then concentrate your fire on them. Once you have the flag, avoid fighting and keep running around the perimeter of the arena to collect health. You can also go up the stairs and collect the Mega Health. Stay in this area and you will be able to see any opponents coming at you. Look out for the aggressive tendencies of Grunt here.

HOUSE OF PAIN

Frag: 10
Time: 10 mins
Opponents: Phobos, Hunter
■ Keep moving as the time limit is against you in this arena. Collect the Haste power-up whenever you can. The easiest way to get the Double Damage power-up behind the gate is to wait near it until your opponents activate the switch outside. If you want to activate the switch yourself then you need to be using Haste as the

gate closes very quickly. Staying near the Haste and Double Damage items spawn point gives you the best opportunity for kills. Get hold of the Plasma Gun as quickly as possible.

POWER STATION 0218

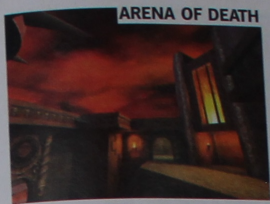
Frag: 10
Time: 15 mins
Opponents: Grunt
■ There is only one opponent but he could attack you from any direction. You need to make sure that your opponent doesn't get the Quad Damage as this makes him most difficult. Use the Rocket Launcher when attacking the enemy in a corridor – even if you miss the splash damage will hurt them. This is a flat arena so turn off auto centring and aim the rocket to the floor beneath your opponent.

HEROES' ODYSSEY

Frag: 3 kills each opponent
Time: 15 mins
Opponents: Hunter, Bitterman, Phobos
Player Lives: 10
■ Use stage one to build up your armour while fighting Hunter. Get the invulnerability item from the archway at the edge of the arena in stage two. Get the Quad Damage when Bitterman is on his last life.

TEN TIPS

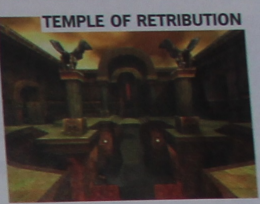
1. Keep moving, you'll be much harder to hit this way.
2. Experiment with the controller configuration options until you find the settings that suit you best. As you improve, increase the control sensitivity.
3. Pick up health, armour and other items at every possible opportunity.
4. Play hard and jump into the action. It might be easier to stand away from a fight and snipe your opponents, but if you have health you should jump right in.
5. Don't be afraid to run away from an opponent if you have low health or are wielding a low-powered weapon.
6. When playing in Campaign mode always aim to meet some of the Reward Requirements for each arena. These will give you extra items to use during your first life of the next arena you reach.
7. Target opponents just after they re-spawn as they are generally less dangerous. They could have a weapon but probably won't have picked up a powerful one.
8. For an extra challenge, turn off the auto aim. You've only got your life to lose, after all.
9. Stick with a character whose strengths and weaknesses perfectly suit your playing style.
10. As in everyday life, camping is frowned upon and will lead to recriminations.



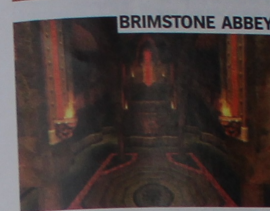
ARENA OF DEATH



HELL'S GATE



TEMPLE OF RETRIBUTION



BRIMSTONE ABBEY



THE FORGOTTEN PLACE

TIER TWO: ARENA OF DEATH

Frag: 15
Time: 10 mins
Opponents: Hunter, Orb
■ Try to use the Chain Gun whenever possible and keep picking up the ammo for it. This weapon is excellent at killing your opponents at a distance, regardless of how good your aim is. Orb is a little shorter so you may have to aim down more to get him but otherwise he's an easy kill compared to Hunter.

HELL'S GATE

Frag: 20
Time: 10 mins
Opponents: Grunt, Wrack
■ This arena introduces you to the danger of red fog. The fog kills if you touch it or drop into it. If you find that you fall off the sloping walkways then avoid using them and stay around the areas at each end of the arena. Although powerful, the Rail Gun may not be the best weapon to use in this arena if your accuracy isn't good. Otherwise it should make for some easy pickings. Watch out for Grunt when he's got the Rail Gun.

TEMPLE OF RETRIBUTION

Frag: 15
Time: 10 mins
Opponents: Hossman, Wrack, Slash, Orb
■ Most of the fighting takes place in the area near the Rocket Launcher and the exit to the secret area. Build up your character's health, armour and fire-power – especially the Rocket Launcher – before going to this area to get some multiple kills very quickly. Using Quad Damage makes this easier. A switch in the enclosed area above the stairs, near the personal telephone pick-up opens grating on the floor that will take you to the secret area.

BRIMSTONE ABBEY

Frag: N/A
Time: 10 mins
Opponents: Gore, Slash, Hossman
Capture Limit: 5
■ This is a one flag capture the flag arena. The neutral flag is on a platform in the central room, use the angled jump pad to get to it. Your base flag is on the top floor above the winding staircase. Your opponents won't try to capture the flag on this arena so only pick it up when you're confident you have enough health and armour to hold on to it. Once you pick up the neutral flag go left out of the room, this route takes you past the Mega Health and towards the flag capture point at the top of the stairs. Don't fight your opponents unless they are blocking your path. If you die the flag will stay where you left it.

THE FORGOTTEN PLACE

Frag: 3 for each opponent
Time: 10 mins
Opponents: Hunter, Orb, Wrack, Hossman, Slash, Gore
Player Lives: 10
■ The key to besting this arena is using the power-ups that are in the secret passage. Look for a section of wall in the corridor area that looks damaged – fire at it to open the secret area. You can pick up armour, Mega Health and the Kamikaze power-up from this secret area. Use the Kamikaze if you're low on health in areas where there are lots of opponents, the enemy often fight near the Plasma Gun spawn point. The Kamikaze blast will kill you but also reduce the lives of your opponents. Orb and Hossman should be the easiest kills. If you have the Kamikaze but die without using it then it will explode a few seconds later. Make sure you avoid going near your dead body in these situations! If anyone makes your body explode after killing you then the Kamikaze will not activate.

CHARACTER HINTS

Choose your campaign character according to how you play, as each has their own unique strengths and weaknesses. Below each character's description are the capacities for Health and Armour. Some general suggestions on character selection are:

1. If you die too soon after the arena starts you should choose characters that begin with the most health – like Daemira or Anarki.
2. If you sense you aren't damaging your opponents effectively try the hard hitters Klesk or Sarge.
3. If you keep running into walls try the slower Doom. If you're not moving quickly enough try the speedy Anarki and Klesk.



Sarge and Daemira
Sarge and Daemira are good all-round players. Sarge has a little more fire-power, particularly with the splash damage weapons, but Daemira has more health and survives a little better in the environment.

SARGE	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	105	110	115	120	125
Armour	100	105	110	115	120

DAEMIRA	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	115	120	125	130	135
Armour	95	100	105	110	115



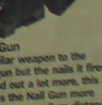
Doom
Doom is a walking tank. He can pick up the most armour, carry the most ammo and it takes a lot of time to hurt him. This durability has its price as he also has the slowest top speed. He is particularly well suited for close combat.

DOOM	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	95	100	105	110	115
Armour	115	120	125	130	135



Anarki
Anarki, on the other hand, is all about speed. He shoots fastest, runs fastest, jumps highest and because of his hoverboard he survives big falls and the lava melts his board before it hurts him. Anarki is ideal for the hit and run player.

ANARKI	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	110	115	120	125	130
Armour	100	105	110	115	120



Klesk
True to his form, Klesk has a hard armour shell but soft innards. Klesk has the potential to inflict the most damage per shot. This combination and his strong fire-power makes him good for mid to long-distance combat. Fortunately, if he does get too close to the action and he's running low on armour, he's a swift runner.

KLESK	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	90	95	100	105	110
Armour	105	110	115	120	125

THE WEAPONS

There are 12 different weapons in the game and all are deadly in the right situations. Knowing when to use each weapon is almost as important as actually using it. Make sure you know what type of weapons each arena contains and where they are.



Gauntlet
To hurt anyone with this weapon you're going to have to reach out and touch them with it. Despite the risks involved with this, it's still effective when used in a confined area against a weakened enemy. If an opponent attacks you using it then carefully back away from them and keep firing.



Machine Gun
This is your default weapon in the majority of the arenas. The Machine Gun can be very effective if you have auto aim switched on. Always pick up other weapons as a priority when you spawn, as the Machine Gun is best used as a backup weapon when your others run out of ammo.



Shotgun
A devastating weapon if you are close to an opponent. Don't try and use it at long range as it does little damage from distance. It also doesn't fire very rapidly so aim your shots carefully.



Grenade Launcher
This can be the most difficult weapon to use because of the way the grenades bounce around unpredictably. Try looking down slightly before firing the weapon and the grenades will often slide across the floor, this makes them very difficult for your enemies to see and avoid. It's also a great weapon to fire into a group of enemies in a confined space and obliterate 'em all.



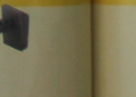
Rocket Launcher
This weapon is very effective if fired into the ground near a target – the splash damage from the explosion will hurt them. It can also be used to Rocket Jump with. To do this, look straight down and fire into the ground just after pressing the jump button. You will lose health and armour but you will be propelled far into the air. This technique takes time to perfect but can be used to access hidden parts of an arena.



Rail Gun
An extremely powerful weapon but it doesn't fire very quickly. Aim your shots carefully with the Rail Gun and keep your targets at a distance. If you're in a space-based platform arena then this weapon is excellent when auto aim is switched on.



Lightning Gun
This fires a constant stream of electrical energy at your enemies. It's best used at medium-to-long-range. When using it, keep the fire button held down and adjust your aim so that the stream remains on the enemy.



Plasma Gun
A rapid-firing weapon that is best used at a distance and has a very wide field of splash damage. If your opponent is in a narrow corridor they won't be able to avoid the fire from it, especially if auto aim is turned on.



BFG-10K
A very powerful rapid-firing weapon. Great in all situations and should be used whenever possible. There isn't usually much ammo available for it so don't waste your shots.



Nail Gun
A similar weapon to the Shotgun but the nails it fires spread out a lot more, this makes the Nail Gun more effective at medium distances. A slow reload speed makes this particularly difficult to use for long-range fragging.



Chain Gun
This is the fastest firing weapon in the game but it quickly runs out of ammo. It's at its most effective at short and medium distances when auto aim is on.



Proximity Mine Launcher
This is a tactical weapon so don't fire it directly at enemies unless you have no other weapons. Place the mines on areas where enemies are likely to visit. Mines you place can also hurt you so try to remember where you leave them. Putting mines near weapons or item spawn points is a great tactic. If you're feeling particularly nasty then try placing some mines near to combatant spawn points so on your own flag base, they won't know what's hit them. The mines only explode when your enemy or non-team-mate comes near them or when their timer runs out.

COMPLETE GUIDE



TIER THREE: HEROES' KEEP

Frag: 10
Time: 10 mins
Opponents: Keel, Gorn, Razor, Stripe
Possession Time: 30 seconds
■ When you have the flag you will have to constantly fight to keep it – there aren't any safe places in this arena. If you haven't got the flag then watch out for it re-spawning after an opponent falls into the red fog. You can often pick it up before your opponents realise what is going on.

FATAL INSTINCT

Frag: 10
Time: 15 mins
Opponents: Angel, Stripe
■ The small size of this arena means that your tactics are limited. Use the Quad Damage as often as possible and stay in the outer corridors of the arena so that your opponents can't sneak up on you through the fog.



CAMPING GROUNDS

Frag: 15
Time: 15 mins
Opponents: Bitterman, Angel, Razor, Stripe
■ There's always a lot of action on the ground floor. Pick up as much health and armour as you can before going up to this part of the arena. Like its name says though, the rima surrounding the lower areas are prime places to camp and pick off opponents. Razor is the one with the biggest attitude.

DEMONS KEEP

Frag: N/A
Time: 10 mins
Opponents: Razor, Keel, Stripe
Capture Limit: 5
■ This is a one flag capture the flag arena. Your opponents won't try to capture the flag on this arena but they will try to guard it. Only pick the flag up when you're confident you have enough health and armour to hold



DEMONS KEEP



VERTICAL VENGEANCE

on to it. The neutral flag is at the very bottom of the arena and is surrounded by swinging axes. The flag is usually guarded by enemies so you have a good weapon ready to use when you get there. As soon as you get the flag use the jump pad inside the cylinder and work your way back up through the arena, via the Mega Health pick up. Find your way outside and jump onto all the jump pads to reach the flag capture drop-off point. Again, Razor is the one to look out for.

VERTICAL VENGEANCE

Frag: 2 lives each opponent
Time: 15 mins
Opponents: Bitterman, Gorn, Razor, Stripe, Angel
Number of Lives: 10
■ It also helps to stay outside as much as possible to prevent being attacked from above. This is because the arena requires a lot of looking up and down to survive. You may want to adjust your controller sensitivities when you enter this. Gorn and Stripe will be the toughest ones to beat. Angel is the last to spawn but will most likely be the toughest to defeat.

MULTIPLAYER GAME MODES

Deathmatch

It's all against all so fire at anything that moves. Learn where your opponents like to go and be there with a big gun waiting for them.

Team Deathmatch

Stay close to a team-mate whenever possible but never fire directly at them, even with the Friendly Fire option set to NO – it's just a waste of ammo.

Single Weapon Deathmatch

This mode is a great way to practise your skills with all the different weapons. Running out of ammo can be a problem in these arenas so collect the weapons that dead enemies leave behind.

Single Weapon Team

Support your team at all times. Remember that your team-mates also need ammo so let them pick some up if they need it.

One Flag Capture The Flag

You need to collect the neutral flag and take it to the enemies' coloured flag. There are two broad tactics you can use. Try and score using the neutral flag, or defend your own flag to stop the enemy scoring. When defending your flag, make sure you have plenty of ammo so that you can stay in that one location for a long period of time.

Capture The Flag

Grab the enemies' coloured flag and return it to your own coloured flag to score. Problem is that you can't score if the enemy has your flag. Be aware of what your team-mates are doing. If everyone is defending the base then its up to you to go for the flag. If no-one is at your base then there should stay there to protect it.

Possession

You need to collect and hold onto the neutral flag for a set time limit. When you have it, try to avoid your opponents.

Team Possession

You need to collect and hold onto the neutral flag for a set time limit. If a team-mate has it then stay close to them. If they're killed you'll be able to quickly pick up the loose flag yourself.



THE NAMELESS PLACE



THE HOUSE OF DECAY



LOST WORLD



ARENAS OF PAIN



THE PROVING GROUNDS

TIER FOUR: THE NAMELESS PLACE

Frag: 15
Time: 20 mins
Opponents: Lucy, Biker, Patriot, Tank, Keel
■ A deathmatch game against five opponents. The chamber of blue light will give you more health and armour for as long as you remain in it. This makes it a good place to fight from but the light may obstruct your view. Before trying to hold this part of the arena it's best to collect lots of ammo so that you can stay there for long periods.

THE PROVING GROUNDS

Frag: 25
Time: 10 mins
Opponents: Patriot, Visor
■ The bottom section of this arena is a good place to get kills from as the narrow corridors make it easier to hit targets that are unable to dodge your fire.

THE HOUSE OF DECAY

Frag: 25
Time: 10 mins
Opponents: Visor, Biker, Tank
■ Use the Rocket Launcher against opponents on the staircases to get multiple kills quickly.

LOST WORLD

Frag: 15
Time: 20 mins
Opponents: Lucy, Patriot, Tank, Keel
■ Most of the action takes place in the narrow corridors in the middle section of the arena. Get the Mega Health and Medi-kit items and you will live longer. Use the Rocket Launcher and Quad Damage to score a number of easy kills when opponents are in the corridors.

ARENAS OF PAIN

Frag: 3 lives per opponent, 1 for the mighty Vadrigar
Time: 15 mins
Opponents: Biker, Lucy, Patriot, Vadrigar
Player Lives: 10
■ This arena is split into three sections. The first two sections should be easy enough if you stick with the tactics that have got you this far in the game. The third section sees you facing the Vadrigar Arena Master for the first time. This opponent has a lot of health (250) and very good accuracy. To beat him you will need to collect as much health, ammo and armour as possible before trying to engage him. Keep moving around the outer section of the arena and keep your distance from him at all times. Weapons like the Chain Gun and Plasma Gun work well against him if you have auto aim turned on.

TIER FIVE: THE LONGEST YARD

Frag: 15
Time: 15 mins
Opponents: Major, Sorlag, Zael
■ This arena takes place on platforms suspended in space. If you fall off a platform you won't die but it should still be avoided at all costs. To get some easy kills try jumping to the distant platform with the Rail Gun on it, zoom in with this weapon and start sniping. Watch out for opponents jumping to the platform when you're there though. Sorlag is the tough one here.

VORTEX PORTAL

Frag: N/A
Time: 15 mins
Opponents: Bones, Major, Visor, Id, Zael
Capture Limit: 10
■ Like the other one flag capture the flag arenas your opponents won't try to capture the flag themselves. But here they won't try to guard it too much as they'll be prowling the large spaces. Keep moving at all times, only engage the enemy when they block your path. When you are in your own base spend some time picking up all the items you can. Memorise the route to retrieve the flag, build up a rhythm and don't stop for anyone.

SPACE CHAMBER

Frag: N/A
Time: 15 mins
Opponents: Sorlag, Cadave, Bones, Visor
Possession Time: 120 seconds
■ This is a possession game and falling into the black void will result in death and the loss of the flag. The flag spawns at one end at the top of the arena. Go here as soon as the arena starts and you might be able to get the flag before anyone else does. If an opponent gets the flag then try looking around the bottom of the arena for them. Keep an eye on the messages in the top left of the screen – an opponent falling off the arena will cause the flag to re-spawn. Once you have the flag stay around the top of the arena, the bots do not visit this area very much. Avoid the Double Haste item as this can cause you to fall off the arena too easily. Once you have the flag, stick to the edges of the arena and keep moving.

EVIL PLAYGROUND

Frag: 10
Time: 15 mins
Opponents: Xaero
■ A one-on-one battle against Xaero. Your opponent likes to use the Rail Gun so prevent him from getting it if you can. If he does attack you with it then use the strafing controls to avoid him. You can be successful by staying near the yellow armour and Plasma Gun area. Xaero will often come down the corridors near this area and you can kill him quite easily as he won't be able to dodge your fire.

FINAL RESTING PLACE

Frag: Hopefully just one...
Time: 15 mins
Opponents: Vadrigar
Player Lives: 5
■ This is a battle against the Vadrigar Arena Master. As soon as the game begins, move into cover to prevent being hit. Before you can fight the Vadrigar you need to destroy the three shield generators that are creating the force field around him. Stand underneath the central sphere when destroying the generators and you won't be hurt. Before you destroy the final generator spend some time collecting all the health, armour and power-ups you can find. As soon as you destroy the final generator the Vadrigar will drop down and begin attacking you. make sure you move into the outer section of the arena as soon as the generator is destroyed. Keep the Vadrigar at a distance and use the safety of the outer section of the arena if you need to build up your health, armour or ammo.

When the Vadrigar nears 100 health points he will return to the central sphere. This gives you the opportunity to collect more items before killing him from a distance.



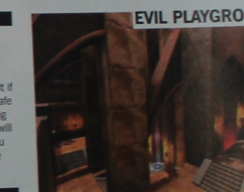
THE LONGEST YARD



VORTEX PORTAL



SPACE CHAMBER



EVIL PLAYGROUND



FINAL RESTING PLACE

DEATHMATCH MASTER CLASS

The choking aroma of rocket smoke, the screams of a dying goon... ah yes, that's lunchtime in the OPS2 office. Multiplayer Deathmatches are as important to us as Richard and Judy are for students. So fetch your plates, as we open our steaming oven of Quake III knowledge to bring you some red hot, fat-free Deathmatch tips...

1. CONFIGURE IT

Sounds obvious, but do experiment with Quake III's control configurations to suit your style. The office favourite is the Advanced set-up, a mirror of the TimeSplitters system. Rail Gun fans might prefer to turn off the target centring option and up the axis sensitivity. Don't forget, there are eight target sights to choose from and you can save your preferences when you're done.

2. STOCK UP

Don't rush in blind. The successful player will make a bee-line for their favourite weapon before they get stuck in. The same goes for armour power-ups, Health Packs and ammo. There's nothing worse than cornering your mate, only for your champion to run and leaving you with the whirly blade. Conversely, if you re-spawn behind someone's back, let 'em have it straight away.

3. REMOTE TARGETING

There's nothing better than hiding on a distant platform and picking off foes from afar. Naturally, the Rail Gun's the sniper's weapon of choice. From closer ranges, you can be equally deadly using the rocket-launcher and zooming in with it. For an evil kill, keep your target hovering over a tasty power-up, such as Quad Damage. When a hapless opponent collects it – blammm!

4. TELEPORT AND MOVE

Know the location of the teleports on each level. If you get caught in heavy crossfire, they're an ideal way to escape the heat. Sneaky players may want to target the teleport sites from a distance, waiting for a foe to materialise. On levels such as the Longest Yard, it sometimes makes sense to drop off the platforms into space. You'll re-spawn at a safer point and won't lose a life.

5. QUAD DAMAGE

If you can nab the Quad Damage, pedestrian weapons such as the Machine Gun become lethal. Maximise your frags before the advantage fades. Conversely, Quad Damage isn't so beneficial for one-hit kill weapons like the rocket-launcher. The effect is less pronounced and you get the problem of glowing bright blue. In open spaces, you'll stand out like a big blue bullet magnet.

6. SHADOW MAN

The colour of your character can improve your chances of survival. Brown characters such as Sarge and Dilemma won't stand out in a crowd, while odd shaped, or brighter characters, like Bones or Orb are natural targets for the eye. However, if you're frighteningly good, a recognisable skin can be an advantage. People will spot your character advancing and tend to run away in panic.

7. ROCKET JUMPS

Learn how to rocket jump. Point your target directly at the floor beneath you, and release a rocket while jumping simultaneously – you'll rise a huge distance. This is a great surprise tactic. Ideal for jumping out of trouble zones and reaching previously inaccessible areas. Veteran players will be able to jump onto platforms other people can't reach and set up a sniping position.

8. DUCK AND COVER

Use the walls to cover your back, and stay alert. Always strafe into a bend to see what lies ahead – don't walk into the wall, then turn 90° to face the right way. In open spaces, take a few seconds to survey the scene for entry points – alcoves or doors where players might emerge. If you can minimise the risk of a surprise attack, you'll up your chance of victory. Watch your back at all times.



THE KEEPER

BONUS TIER: THE KEEPER

Frag: 20
Time: 15 mins
Opponents: Mistress, Reaper
■ This is a straightforward fight against two opponents. By now your character will be fully maxed out in all their stats and you shouldn't have any problems defeating these two opponents in the time limit. If you do have a problem, focus in on the Mistress as she's an easier match in a duel.

Once you reach 'The Keeper' the Reaper and Mistress characters are unlocked and the player can play as them in multiplayer battles.

FLYTHROUGH

STAR WARS: STARFIGHTER

Adventure? Excitement? A Jedi seeks not these things – but everyone else can get plenty of them with our *Starfighter* missions, ships and bonuses guide.

QUICK TIPS

1. Use your wingmen. Of course, some missions don't give you the option but when they do, comrades can be very useful. This is particularly so when you need to attack a heavily shielded and defended craft. Order the wingmen to cover you and free yourself up to concentrate on weakening your objective. Best of all, they can't refuse so make good use of them.
2. Get stuck in early. Use your Zoom view (Z) whenever possible to disrupt/snipe enemy ships at a distance before they get a chance to nuzzle you at close quarters.
3. Learn to roll with it. Banish any thoughts of a world with the sky at the top and the ground at the bottom when they are where they should be. As long as you hit your targets it doesn't matter which way your ship is up. And remember, if you do get in an inverted pickle, the right analogue stick will right your craft instantly.
4. In the space missions it's a lot easier to track and nail targets on the vertical axis, rather than pursuing them from right to left or vice-versa.
5. Make strategic use of the boost and brake. When dogfights get too tangled it can be worth accelerating away at speed, releasing boost, rolling 90 degrees and pulling up. You'll perform the space equivalent of a powerslide and find your target in front of you and very vulnerable.
6. In close combat don't feel you have to highlight a target to attack it. If it's in your sights, profit from the moment and take an instant pop.



THE MISSIONS

Fancy yourself as the next Biggs Darklighter? You'll need to go above and beyond the call of duty which is why we've provided you with a handy guide to all of the game's bonus missions.

MISSION 1: NABOO PROVING GROUNDS

Mission Objectives

Oh, come on, if you can't manage these on your own, then you're beyond help. You'll have to try harder.

Bonus Objectives

Destroy all bonus mines

There are eight of them in the third canyon – where you're chasing the two holo fighters. Take out the first fighter quickly from a distance, before you reach the mines far into the canyon. To find the bonus mines easily, use the (A) button to target them.

Complete mission in less than four minutes

Until the second canyon, you can afford to take the level at full boost and still take out the mines. The only real problem is the group of holo fighters you'll face in the clearing – obliterate them while they're still in a group. When you're fighting Essara, line her up in your sights before the target around her turns red, then hammer away. You should be able to take her out in around five seconds and complete the mission in just three minutes.

Win race against Essara

Never take your finger off the boost button, fly near the top of the canyon and always focus on the next turn. This actually isn't too tricky.

MISSION 2: THE ROYAL ESCORT

Mission Objectives

Protect the Royal Starship

Again, this is fairly easy. To keep the Royal Starship in sight, just use the objective pointer on your HUD – it'll always point you in the right direction. Just blow up anything that goes near it. The only tricky bit's when you're in the asteroid belt – keep an eye out for floating bits of rock, because you'll look pretty daff if you bang into them.

Bonus Objectives

Royal Starship takes no damage

This shouldn't be a problem – don't be afraid to take out waves of ships with your torpedoes before they can get close enough to do any damage. The Royal Ship can afford to take a hit or two – just don't let its shields get knocked out.

Destroy all Mercenary Droids in under one minute

Tricky. When the first three ships appear, cycle through the targets until you find the Dagger. Take it out and three waves of three droids each will come at you – take them out from a distance with your torpedoes.

Rhye destroys all Mercenary Droids

As soon as you've taken out the droids, target the Diagona from the first wave – you need to hit it before Essara does. The remaining four Diagonas turn up as you're entering the asteroid belt, but they shouldn't be much of a problem.

Publisher: Activision Developer: LucasArts Price: £39.99 Players: 1-2

Starfighter captures the look, feel and atmosphere of the *Star Wars* universe to perfection. Interstellar blasting action on an epic scale, its range of ships, weapons and missions will have you hooked.

Graphics: Beautiful spaceships, Episode I backdrops and FX
Sound: Star Wars effects and John Williams classic score
Gameplay: Addictive shoot 'em up action and an absorbing story to follow
Life span: The Force is strong in this one. Endlessly playable.

PlayStation 2 NERDICT



Mission 1: Just give the brakes a quick nudge as you hit the clearing, then blast the mines to bits.

MISSION 3: CONTRACT INFRACTION

Mission Objectives

Destroy all Scarab Fighters

Easy. There are 20 of these, and they'll come at you in four waves. Just tag them all before you start firing the nano-missiles, and you literally can't miss.

Destroy all Hunter-Seeker Droids

Boost away from the Landing Ship as soon as the last Scarab goes down and then when the first Hunter-Seeker becomes targeted, turn around and start tagging. As long as you keep your distance, this objective is no problem.

Defeat Mercenary Fighters

Take these out as soon as they appear, and don't wait for them to attack you first. They're absolutely terrible.

Bonus Objectives

Tag all Scarabs

This is just a way of training you to use Vana's ship – simply make sure you don't fire a nano-missile shot until you've tagged every Scarab.

Complete Mission in under four minutes

Just tag everything when it appears and you won't have to waste time dogfighting. Dya see?

Destroy all Mercenary Fighters

Again, this is all about the tagging but make sure you take out the Diagona immediately as it's usually the first to do a runner.

MISSION 4: SECRETS ON EOS

Mission Objectives

Destroy eight Shield Generators

Follow the energy streams that crisscross the surface of the shield to their sources on the ground. All you have to do is take out seven of them – tagging helps, but the mountainous terrain means it isn't completely infallible.

Bonus Objectives

Destroy Dispersers before Droids are launched

This is worth doing anyway, so you won't have to worry about the Hunter-Seekers. Cycle through your targets, then tag 'em and bag 'em. You've got a minute or so to do this, and there are six dispersers to take out – but they can't dispense while you're shooting them.

Destroy all Miner Droids

There are eight of these, and they can't be targeted – but they all pass through the same route – hang about above the lava pool, and zap them from a distance. Complete Mission in under eight minutes. This is actually so easy we suspect it was tacked on as an objective. Just don't mess about too much.

FLYING SKILLS

It's all very well shooting wump rats back home, but when you've got a brand new N-1 Starfighter to play with, you'll want to be a bit more careful. To get you started on the starfighter path, here's a guide to the skills you need to master – with a handy training mission for each. If you can complete all these, you'd have no problem slotting a couple of missiles up the Death Star's exhaust pipe.

SNAP ROLLING

Accelerate, roll, and pull up at the same time – you won't lose any speed. It's the quickest way to turn in canyon-based missions, and a handy way of avoiding enemy fire. This is especially vital with the Havoc due to its large, flat design.

TRAINING: Do the Canyon Sprint mission with your finger on the boost button all the time.

POWER SLIDES

To power slide, accelerate, let go of the

accelerate button, then roll and pull up at the same time. Because of your inertia, you'll continue to go in the direction you were heading, but now facing in the opposite direction. Handy for a sneak attack.

TRAINING: Type in ANDREW on the Codes menu, then have a two-player Capture the Flag game – power sliding into a screaming attack run's the perfect way to get a persistent opponent off your tail.

SNIPING

An odd addition to a flight sim, but a very effective one. Use this as much as you can – if no-one's shooting at you, hold on to keep the brakes on, and you can stay still while you're taking everyone out.

TAGGING

The best way of taking people out with the Guardian Mantis – it virtually wipes out anyone's shields, helps you recharge and

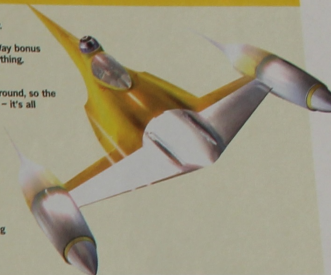
guides your nano-missiles to their target. Use it constantly.

TRAINING: Do the Charm's Way bonus mission, and try to tag everything.

BOMBING

You've got a target on the ground, so the skill here isn't hitting things – it's all about being aware enough to avoid blowing yourself up. Get the range right, and remember to pull up sharply as soon as the last bomb has gone.

TRAINING: Complete the Ground Assault practice mission without ever using your lasers.



Mission 4: Follow the red lines to the generators then nip round the back to take 'em out.

MISSION 5: PIRACY ABOVE LOK

Mission Objectives

Disable one Super Freighter

All you need to do is take out the shields on one of the Super Freighters. Go for the one bringing up the rear and the other ships will have a hard time targeting you. Destroy all Scarab Fighters

If you're trying to get a gold medal you can afford to leave most of the dirty work to your wingmen. Destroy Trade Federation Repair ships

These don't automatically appear on your targeting system, but they pop up at the same time as the Missile Frigate – cycle through to find them. Destroy all Droid Starfighters

Moments after the last Scarab is destroyed a swarm of Droid Starfighters will appear. Try to take them out while they're still in groups of three, but leave some to your wingmen.

Bonus Objectives

Destroy four Trade Federation Freighters

As soon as you cripple the Super Freighter you'll want to home in on the other smaller Trade Federation Freighters trailing the fleet. Ignore the Scarabs because if you're not pretty quick at destroying the Freighters, they'll jump out of the system. Each one takes about half of your bomb payload to destroy.

Complete mission in under seven minutes

As long as you can take out the Droid Fighters while they're still in groups, this won't be any bother.

Destroy Missile Frigate

While you're battling the Scarabs you'll be notified by one of your wingmen about the Frigate's arrival. Just let your entire payload go at it.

MISSION 6: VALUABLE GOODS

Mission Objectives

Protect Pirate Freighter during loading

Keeping the Freighter alive isn't too tricky but actually surviving is, so watch your shield levels.

Escort Pirate Freighter

Tell your wingmen to protect the Freighter, then scout along the riverbed taking out the tanks and sentry guns. If you're dead at this point, it's probably because you flew into one of your own explosions. Calm down.

Bonus Objectives

Destroy Droptanks before tanks are launched

As soon as the level begins hit your boost towards the two Droptanks descending on the far side of the Pirate Freighter. Start shooting at the same time and call in the support from your wingmen. Towards the end of the mission, watch out for the third Droptank descending by the entrance of the cave. Wait until it gets low enough, then trash it.



All Pirate Speeder Bikes must survive.

Be careful about where you're firing the energy bombs – they're actually the main threat to the bikes. Use sniper mode to take out the tanks converging on the freighter from a distance, then watch out for more of them as the bikes start the run down the river.

Destroy Recovery Freighter

After the first two Droptanks are destroyed, go and attack the Recovery Vehicle found above the terrain to the right of the river. You'll have to be quick though, as you're effectively leaving your Speeder Bikes open to fire from the tanks.

MISSION 7: EYE OF THE STORM

Mission Objectives

Protect Evac Transports during loading

Horrible. As soon as the mission starts you'll need to destroy as many of the Scarabs as you can in about ten seconds because two Droptanks are approaching and if they unload their cargo of tanks in the crater, you've had it. As soon as your co-pilot warns the craters, unload everything you've got about the Droptanks, unload everything you've got at them and tell your wingmen to join in. Phew, eh?

For the rest of the mission it's all about murdering anything that breaches the perimeter. Take out any tanks that get inside but watch out for groups of them dropping from the Landers – they're easy meat. Heh.

Protect Inferno Turret

Since the Inferno Turret is in the same spot as the Evac Transports, satisfying Mission Objective One will also take care of this objective.

Mission 6: Get close enough to the Droptank, then brake, unload and pull up. Quickly.

Bonus Objectives

Destroy Droptanks before tanks are launched

Boost as soon as the mission starts, target one Droptank and assign the other to your wingmen. The second set of Droptanks can be targeted and destroyed shortly after you help out Jenkins – they appear out past the Landers.

All Decoy Freighters must survive

Once the decoy Pirate Freighters launch, all you have to do is keep the Bombers off their backs as they escape. Constantly check your targets and switch them manually so no-one creeps up on you.

Escort Jenkins

Jenkins is on the run on a Speeder Bike – as soon as you're alerted to him your target will switch to the first Scarab chasing him. Try to take out most of the group while it's still in formation, then assign a wingman to protect Jenkins and leave him to it.

MISSION 8: TAKING THE OFFENSIVE

Mission Objectives

Destroy Orbital Satellites

Mines surround the four Orbital Satellites that help target the massive planetary laser, so use sniper mode to take them down. Destroy the Freighters as soon as they arrive.



Mission 8: Stay fairly central, and you'll be able to respond quickly to any threat.

Destroy escaping Trade Federation Freighters
As soon as the two Freighters appear you'll want to boost straight for them and fire away. Your wingman will let you know when they appear and your R2 unit will switch your target to the closest one. They're pretty easy to take down – save your torpedoes for the heavily shielded satellites. Just don't follow them exactly, as they're dropping mines.

Bonus Objectives

Destroy escaping Super Freighter

After you've destroyed the first two satellites some Scarabs will appear along with a Super Freighter. It won't be automatically targeted, so you'll have to do a manual switch.

Destroy all Trade Federation Fighters

Don't destroy the final satellite until all the fighters are destroyed, but soften it up a bit while you're waiting – this'll help with the next bit.

Complete mission in under seven minutes

This is very difficult. You'll need to switch targets quickly, so that the next waves are appearing as you're wiping out the first lot.

MISSION 9: THE CRIPPLING BLOW

Mission Objectives

Blow Everything Up

The turrets are a nuisance in this level, but they've got two weaknesses – they can't spin all the way around, and they've got a little blue light on the back that's very vulnerable to sustained shooting. Your wingmen are fairly good at shooting them, but make sure all the ones around any given objective are gone before you start shooting at it.

Bonus Objectives

Destroy Command Centre in under one minute

Destroy the two turrets between you and the Command Centre using Sniper mode, then charge your Plasma Scurge attack. Drop it on the Command Centre and follow it up with a heavy blanket of laser fire. Should do the job nicely.

Destroy Planetary Gun

The Planetary Gun is almost directly behind the Power

Station and is guarded by two turrets. Attack the Planetary Gun after you destroy the Main Factory – it should be the third thing you take out.
Complete mission in under eight minutes
Since you need to take out most of the turrets in the level just to survive, you can't skip doing so just for the sake of time. Use your Plasma Surge attack to destroy all the buildings in the level, and completely ignore the Scarabs and Hunter-Seekers.

MISSION 10: THE NEW RESISTANCE

Mission Objectives

Disable one armed Freighter

At the very beginning of the mission, start tagging and destroy the approaching swarm of fighters from a distance using your zoom button. When they pass, take as many out as you can while they're still in a group, but then go after the Super Freighters with Vana's Ion Encumbrance attack.

Protect captured Super Freighter

Simple. As long as you don't get swamped by fighters, there's no chance of this happening – leave your wingmen to get on with the next bit...
Destroy armed Freighters
There's no easy way of doing this, just keep charging the Ion burst, and take out fighters while they're still in packs. Remember to keep your wingmen occupied, too.

Bonus Objectives

Destroy all Droid Escape Pods

As soon as you destroy the first Trade Federation Armed Freighter three Droid Escape Pods will be ejected. Your wingman will let you know they've been released, but they won't automatically appear as targets. Cycle through the available targets until one pops up. They'll all be together, so tag and destroy them.

Complete mission in under eight minutes

Which is a bit of a gain in the proverbial, since you can't finish the mission until Reti's ready to leave. Don't get distracted by the fighters, and line-up on the disabled freighter after Reti warns you that he's about to leave, then destroy it as soon as he's gone.

Destroy all Missile Frigates

After the first four Freighters go down three Missile Frigates appear – take out their shields with Ion bursts, and assign the Scarabs who are now working as your wingmen to attack them.

MISSION 11: MIDNIGHT MUNITIONS RUN

Mission Objectives

Escort Reti to Resistance Base

According to the game's creators, this is the hardest level in the game – mainly because Reti's a complete cretin. You'll want to boost on ahead of him and eliminate all enemies before they can even fire on Reti, ignore his pitiful whining and stay well in front. You can afford to miss about one tank in the canyons, but you'll have to take out everything in the clearings.

Rescue N-1 Resistance Escorts

Taking out all four Scarabs in the third clearing handles this objective. The escorts are fairly tough, so don't worry about them too much.

Defend Resistance Base

Hit the brakes as you approach the end of the last canyon, then use the sniper mode to pound the attacking force from a distance. Serves 'em right.

Bonus Objectives

Destroy all AMTs

There are five of these. Five are in the third clearing attacking N-1 Resistance fighters, but five more are cunningly hidden back down the previous narrow canyon, under or near each of the five Turret Mines. If you've got the time available, it's worth looping back to find them – they seem to be easier to spot when you're on the way back.

Destroy all Dropships

There're three of these – the first two are in the first clearings you come across, and the last one's hovering above the action at the Resistance Base. Use two torpedoes on each, you don't need to lock-on before you fire.



Mission 12: You only need to knock out one of the two shield generators to clear the way.

STAR WARS: STARFIGHTER

UNLOCK SHIPS AND INDIVIDUAL MISSIONS

Charm's Way mission: Earn a bronze medal in The Royal Escort, Contract Infraction, Piracy Above Lok, Taking The Offensive, The New Resistance, and The Final Assault.

Outpost Attack mission: Earn a bronze medal in all of the 14 default missions.

Canyon Sprint mission: Earn silver in the Naboo Proving Grounds, The Royal Escort, Taking The Offensive, Midnight Munitions Run, Rescue On The Solleu, and Final Assault.

Space Sweep mission: Earn a silver medal in all 14 default missions. Space Sweep is basically a 3D version of the classic arcade title Asteroids complete with flying saucer and mines.

Guardian Mantis ship: Earn a gold medal in the Contract Infraction, Secrets On Eos, and The New Resistance.

Havoc ship: Earn a gold medal in the Piracy Above Lok, Valuable Goods, Eye Of The Storm, The Crippling Blow, and Last Stand On Naboo missions.

Darth Maul's Infiltrator ship: Earn a gold medal in all 14 default missions. Just as the Droid gets all the best tunes, so the Dark Side gets the best craft in the game. Well worth the slog.

Giant hot rod: Win the Canyon Sprint bonus level, finish before Escara and get a gold medal. A giant hot rod from the LucasArts game Grim Fandango will appear when the canyon opens up after the finish line and you can control it for a few minutes.



Mission 13: Unlike the enemy, you can fly straight through the big shield for a nifty short-cut.

Complete mission in under seven minutes
Don't waste time going back for anything. You've got to shoot everything down the first time you encounter it.

MISSION 12: RESCUE ON THE SOLLEU

Mission Objectives

Protect Rescue Boats

For a change of pace, the medals are easy pickings on this level, but the mission itself is an absolute swine. If you fly too low you'll take fire from all sides, so assign your wingmen to protect the boats, get some distance and take out the turrets in sniper mode.

Destroy Turret Droids on Prison Camp Islands

There are nine of these and if they get a lock on you they're deadly, so boost away as soon as you start drawing fire.

Provide escape route for Rescue Boats

This means blowing up the shield generators but don't do it until you've taken out most of the opposition, or the boat will trundle through the centre and get absolutely murdered.

Protect Resistance Freighter

This just involves destroying a couple of waves of bombers. You should be used to that by now.

Bonus Objectives

Destroy all Turret Droids

There are 24 Turret Droids in all, and you have to take out the first nine as a primary objective – leaving the 15 along the canyon. Just go for them as they pop up on the HUD. Since the rescue boats are so slow, you'll probably have time to go back for a second sweep if you miss any.

Destroy Dropship before Tanks are launched

You've got to zoom through the canyon to do this one, worry about the turret droids later. If you're any good, you'll have a full rack of torpedoes at this point – unload the lot.

Destroy all Droid Starfighters

As if you haven't been doing that for 12 missions already. Sheesh.

MISSION 13: LAST STAND ON NABOO

Mission Objectives

Protect Resistance Turrets

Destroy all the HAGs first, as they're the biggest threat to the turrets. Just make sure you don't run into your own energy bombs, then go for the ATs and Bombers. About halfway through, Bravo Flight arrives and everything calms down a bit.

Bonus Objectives

All Resistance Turrets must survive

This is easily the most irritating Bonus Objective. You can take out every HAG, tank and STAP before they get close to the turrets and a Scarab can come down and blow one up while you're elsewhere. You'll only pull this off by using your wingmen.

Destroy all Scarab Fighters

After Bravo Flight arrives, you've got less to worry about – just make sure you take out all the Scarabs before you finish off the tanks and bomber.

Complete Mission in under 12 minutes

You should be able to do it in nine. This is stupidly easy.



Mission 14: This is one of the assembly cranes you'll need to waste – it takes a while, so don't give up.

MISSION 14: THE FINAL ASSAULT

Mission Objectives

Destroy all Receiver Stations

There are 14 of these – 11 around the ring, and three clustered in the tower area by the engines. Just look out for predatory Droid Starfighters and the six grenade-launchers over by the tower area of the ring, by the engines.

Destroy all Droid Starfighters

Or leave your wingmen to it – this is just a chance to get some target practice in. Take out those grenade-launchers while you're at it.

Destroy Mercenary Leader

This takes ages. Shooting the Mercenary Leader isn't too tricky, but he launches lots of homing missiles – you'll want to shoot them down, then brake and turn sharply to avoid the ensuing explosion. After you take out his shields, the force shield blocking the docking bay will be lowered. If you need to recharge, now's the time but ideally you want to beat him inside and take out the turrets while he's chasing you. Avoiding him in the next bit's probably the most difficult part of the mission, but after he flies off you'll be able to recharge. Take the next

torpedo slowly and blow up everything from a distance. In the next section, there are two tunnels near the ceiling – ignore them, instead, blast the cargo in the

recessed floor area in the back of the second hangar and fly through the tunnel at the bottom. You'll enter a small room with four tanks. Carry on through the next tunnel – you'll fight the Mercenary Leader in the next hangar. Here you'll want to take out most of the Droid Starfighters, then retreat to the tunnel and recharge for the last fight. As long as you've got a full set of torpedoes you should be able to wear him down.

Destroy Shield Reactor

The Shield Reactor is behind the yellow glowing wall across the main hangar from the red energy room. Blow it up.

Escape

Once you destroy the Shield Reactor all you have to do to escape is fly out of the open hangar on one of the walls in the main hangar. Pretty simple really. Don't use the tunnels.

Bonus Objectives

Destroy Receiver Stations in under 2 minutes

Easy. Just tell your wingmen to cover you while you're doing it.

Destroy all interior ceiling turrets

There are only four of these – two in each hangar. Just cycle through your targets and blast them.

Destroy all Lander Assembly Cranes

There're only two of these – one in each of the first two hangars. They take ages to destroy but don't waste your torpedoes on 'em. That's it! You are the starfighter now

PLAYABLE DEMO TIPS

HARDCORE

You've never seen anything like it, you lucky people. Ten game demos on one disc? Not bad. So play them, then play them some more, then get stuck, then read these mini-guides. In that order.

WALKTHROUGH

SOUL REAVER 2

Having a neck-biting nightmare? Getting your Material and Spectral realms all mixed up? Fear not, we're here to guide you through this superb blood-sucking demo.



HUMBLE BEGINNINGS

The demo begins with Raziel in a room with a locked door; so activate the Soul Reaver and press **△** to open it (note: you must remain in the Material Realm to do this). You'll find yourself in a large circular area with a deep pit in the middle. The enemies here charge straight at Raziel and keep following him until you either defeat them or jump down into the pit. If you're feeling up for it, take them out, but this isn't necessary to complete the game.

During combat, the best technique is to use your attacks with a combination of blocking and evasive manoeuvres. Lock on with **□**, then use direction and **△** to side step around the oncoming foe. This will prevent excessive damage and avoid unwanted plane shifting. Once they're defeated, absorb their souls to top up your spirit energy.

Jump down into the pit, using your glide ability to reach the entrance halfway down (there's only one opening, so locate it before you jump). Don't worry if you miss it, as you can climb back up the walls of the pit from the bottom (the game is kind enough to prompt you whenever this is possible).

MOVING ON...

Run along the passageway to the large door and take out the enemy guarding it. Use the Soul

Reaver again to gain access to the room on the other side, then head through here and round the far right corner. Three enemies erupt from the ground, so dispose of them - avoiding the projectiles they hurl at you. Shift to the Spectral Realm before entering the next section.

Yet more enemies attack and it's best to take these out, as you'll be spending some time in this room. Once this is done, climb the pillar on the right-hand side of the room. At the top, shift to the Material Realm using the Planar Portal. Next, head over to the Elemental Font at the far left end of the ledge. Stand in front of it and summon the Soul Reaver, then imbue it with energy to transform it into the Dark Reaver.

Head back to the centre of the platform and, on the wall above, you'll see a metallic mouth with two handles attached. Stand in front of this and press **△** to open the mouth, releasing a jet of steam. This will enable you to glide across to the other platform without falling back to the floor (note: if you do happen to fall, you must shift back to the Spectral Realm to climb back up and start again).

EYE SEE YOU

Once on the other side, head left and stop at the top of the steps. You'll notice a large golden eye looking at you. Don't step towards it or you'll be zapped back to the Spectral Realm. Hold **□** to

switch to free-look mode and hold **△** to charge an energy burst. Aim for the eye, release **△**, and the pesky orb will roll back out of the way.

Run past the eye and around the corner to the left, where you'll find a platform. Use the Dark Reaver on this and a bridge will appear, enabling you to reach the room on the other side. Don't go across it yet, instead, head back into the main room, not forgetting to zap the eye again on the way just for good measure.

Use the Elemental Font at the far end of the platform to change to the Light Reaver, then activate the steam on this side to glide to the opposing platform. Turn right, head up the steps and open the door here with the Light Reaver, then head round the corner and across the bridge. Enter the room at the far end and use the Light Reaver to shoot out the glowing crystal and obtain the still-beating heart.

Head back to the pit and jump to the bottom, where you'll find an entranceway with a slope heading downwards. Follow this to the end and you'll emerge in a room with a plinth in the centre - on which lies a corpse with its chest ripped open. Give the poor soul its heart back and then sit back and watch the delightful end sequence to this lengthy demo.



SHOOTER'S GUIDE

TIME CRISIS 2

Gun games are definitely back in vogue, with both *Time Crisis 2* and *Silent Scope 2* demanding copious amounts of eagle-eyed attention. With both of 'em featured on our packed DVD, you can scratch that itchy trigger finger to your heart's content.

TOP GUN TIPS

- 1) There's no need to duck every time enemies fire at you. When they're about to fire a shot that'll hurt you, a glowing pink circle (called a Crisis shot) appears in front of them, which then travels towards you - so duck as these approach. Being hit by one of these will result in a loss of a life. When all lives are depleted, you'll have to use one of only three available continues.
- 2) Use the duck function to reload so that you're not caught out with an empty weapon mid-fight. You get nine bullets before you need to reload, so keep an eye on the counter.
- 3) Never hit your partner! This will result in a loss of 1,000 valuable points.
- 4) Aim for enemies' bionics, as head shots provide you with the highest score. Speed also affects points and the quicker you take enemies down, the higher the resulting score will be. Clearing an area quickly also adds bonus points.
- 5) Bonus points are available for every 10 hits you manage without being hit yourself.
- 6) You gain more points the more times you hit an enemy, so pump as much lead into your adversaries as is humanly possible without taking too much damage yourself.

DEMO GUIDE

Area One:

Inside Christy's apartment if you want to take



Keith's route, shoot the final three enemies in the following order: the guy in the middle, then the right one, then the left one. For Robert's route, shoot middle, left then right. Household items can be shot here for a small points bonus.

Just after the roadside restaurant fight, you'll see a petrol tanker behind several enemies. Aim for this and gain a 10,000 point bonus as well as taking all the enemies on-screen out in one go. Very useful indeed.

During the fight at the bandstand in the centre of the Town Square, an enemy wearing green runs across the screen in the distance on the far left. Hit him for a 5,000 point bonus. At the end of this fight there are two final enemies in orange suits that pop up either side of the central pillar of the bandstand. Hit the left one to take Keith's route again or hit the right one to take Robert's.

When the truck skids and crashes in front of you, aim for Wild Dog on top of it first, as he'll let him self disappear temporarily and some soldiers carrying rocket launchers will appear. Ignore all the other enemies for now and take these guys out - they'll do some serious damage if they get a shot off. Wild Dog will attack again but hit him quickly and he'll run away. The big Jessy.

Area Two:

At the start of this area you're at the bottom of a slope with barrels being rolled down towards you.



Don't let any of these hit you as you'll lose a life. Shoot them before they hit you and, if you get caught short with no bullets, quickly duck out of the way behind one of the pillars.

During the alleyway sequence be very careful not to shoot your partner, as he will often be between you and the enemy. There are also soldiers sniping at you from bridges at certain points and guys who come down on ropes. Take them out quickly before they get a bead on you.

As Robert, when you come face to face with the tank at the end of this area you'll pick up a machine gun, which allows you to fire continuously. This means that you won't have to duck to reload. However, the tank itself has mounted guns that hit you easily so each time they're about to fire use the duck function to avoid them. The back doors of the tank will open and reveal two guys with rocket launchers inside, so make sure you deal with these quickly. The tank itself has a weakpoint that you should aim for just to the right of the gun on top. It's not too hard to hit it, so mix and mallow in your glory.

CHALLENGE

Finish the demo without losing any lives. This means you can't even afford to take one hit, which is no easy feat considering the amount of enemies you'll have to wade through in the process.





SPY HUNTER

Midway's superb arcade update is as slick as Elvis's quiff but, damn, it's tricky. Our exclusive slice of secret agent action features the game's second level, Dragon Strike and we've busted it wide open for you in our step-by-step guide.

Your targets for this demo are twofold. First (and most important) is the primary objective – taking out the Dragonfly Helicopter. Your secondary objectives are to destroy five NOSTRA transport trucks, locate the four Satellite communications points (Satcoms) and avoid civilian casualties. While the latter aren't necessary to complete the demo, they're well worth getting and present much more of a challenge combined with the tight time limit.

We begin in an underground car park on board the super-cool G-6155 Interceptor vehicle. You've only got three minutes to complete the level, so don't waste any time. Hit the gas, shoot out the door and you're away. After leaving the car park, head up the ramp, round the corner and smash through the window on your right. There's another window to your right again, so head straight through this too and dodge the series of trucks that will try to block your way.

BLOW THE CHOPPER

Round the next corner, train your guns on the Dragonfly helicopter in the distance and let loose as you approach it. Congratulations... you've just achieved the primary objective immediately shoot out the gate and take out the first transport truck – they're easy targets so your machine guns will suffice. Turn a hard right next and smash through the barriers to leave the compound.

You're out on the open road now and NOSTRA agents in cars are lurking around. They're tricky customers who use detachable wheel-spikes to cause serious damage to the G-6155 if they get alongside you, so be careful. There are also some armoured trucks here too. Either destroy them with your weapons or use your oil slick to keep 'em off your tail. Be careful of civilians here, as it's very easy to miss your target.

The second transport truck is found just before you reach the village and the road splits

here. It doesn't matter which route you take as long as you obliterate the truck first. The forks rejoin again briefly, then you'll notice a dirt track off to your left. Take it. Smash your way through the boarded up doorways and you'll emerge on a grass bank above the road. The first Satcom beacon is ahead of you, so drive off the edge, grab it and rejoin the road. Up ahead there's a supply truck. Drive up the trailing ramps if you need weapons and repairs – which you're sure to.

ROCKET, MAN!

The road forks off to the right immediately and joins the Autobahn, where NOSTRA motorbikes and articulated trucks join the fray. The bikes pose no threat to the Interceptor (so just mow 'em down) but the trucks are an altogether different proposition. They'll barge and smash you into the walls given a chance and they're sporting some heavy armour – rendering your guns next to useless. Switch to your rockets to take them out and aim carefully to avoid civilian casualties. About halfway down the Autobahn you'll find the second Satcom beacon on the hard shoulder (at the top of a ramp) and the third transport truck is also to be found nearby.

At the end, head right. The slip lane leads back onto a main road and the fourth transport truck is ahead. Take the next fork to the right and keep going straight, through the flowerbed and along the lane ahead. At the end you'll see the third Satcom beacon above a roadside café, so hit the ramp at full speed to grab it.

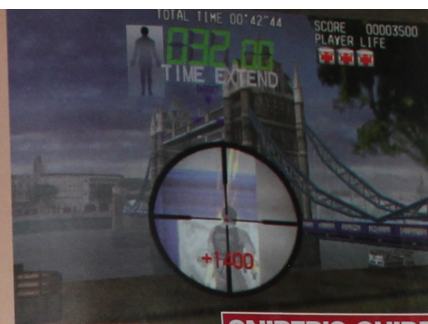
DRIVING HOME

Follow the road around, destroying the last truck as you go, and dive into the subway on your right. Follow this along, past the tube train and hit the boost as you emerge to grab the final Satcom. Sprint along the road to the rendezvous point to finish the demo.



CHALLENGE

Fancy yourself as a top secret agent? Your mission, should you choose to accept it, is to complete the demo in less than two minutes 45 seconds. Remember, this means all the secondary goals as well as the primary objective. Up for it? Then just hit the gas, grit your teeth and hold tight. This page will self destruct in five seconds...



SNIPER'S GUIDE

SILENT SCOPE 2

FINAL JUDGEMENT

Another great shoot-'em-up demo, but this time silence is most definitely golden.

Making the grade as a top sniper in Konami's arcade shooter requires lightning-fast reactions, a steady aim and, above all, a cool head. Don't worry if you're struggling, we're on hand to help you out with this comprehensive sniper's guide.

GENERAL POINTS

Pop those skulls – taking enemies down with head shots will provide the biggest bonuses both for time and points, so it's worth practising your aim to get as many as you can. All the game's bosses can be taken down with a single head shot too, which can save you some all-important seconds.

Be quick! – time is everything in Silent Scope 2, so make it snappy. Getting through each level without having to resort to using continues is the way of a true sniping master. Practice, practice, practice...

Accuracy counts – missing shots will drag down your sniper ranking at the end of the level, so make each shot count. Only a perfect hit streak will provide that elusive Ultimate Sniper ranking.

Double kills – getting a double kill with a single shot is not only worth a big point bonus, it's also pretty damn satisfying to boot. They're possible in SS2 wherever two enemies handily stand (or pass) in front of one another. There's at least one opportunity to do this in the demo version – see if you can spot it and pull it off.

Practice makes perfect! – obvious we know, but putting in the time and honing your skills is the key to becoming the sniping daddy.

LEVEL GUIDE

Area One – Tower Bridge, London

In the demo, Jackal is the only sniper available, so we begin the game on the Right Bank. The terrorists shouldn't prove too much trouble for you here but just remember to keep an eye on that time. There are three guys in the boats at the start who bob around somewhat, so carefully does it. After this, your targets are either on Tower Bridge itself or perched on the surrounding rooftops. The only real danger point in this area is when your sniper moves onto the bridge and enemies will quickly target you and begin firing. As long as you're quick though, they shouldn't prove too much of a problem.

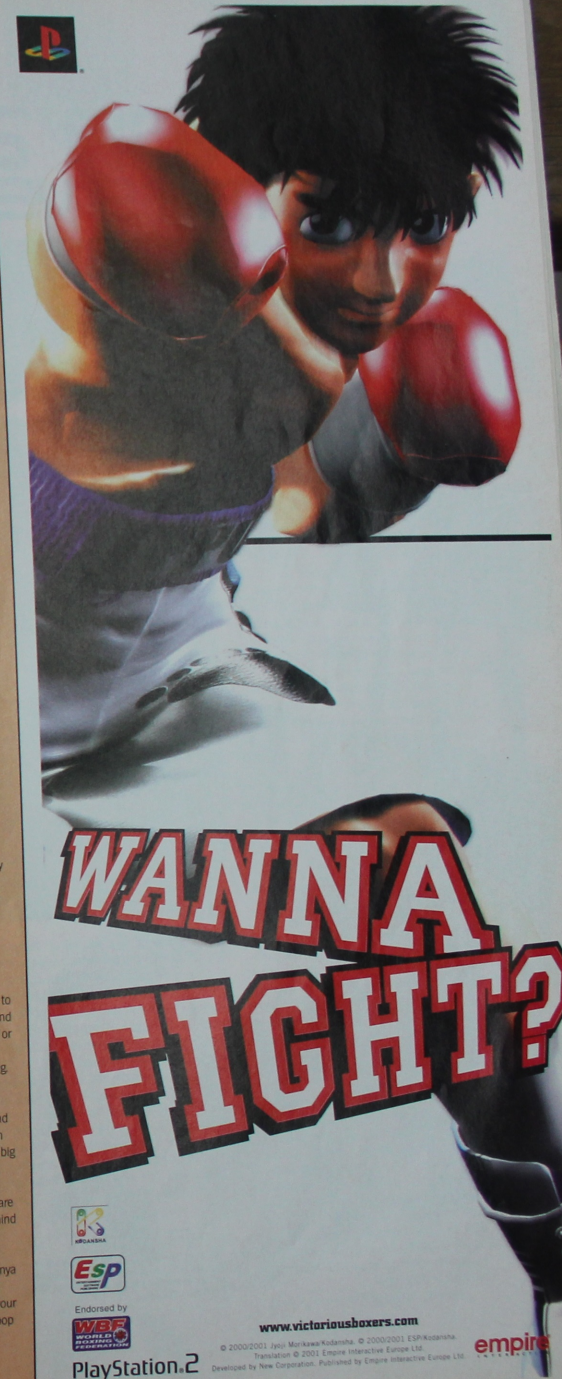
Area Two – Chemical Weapons Factory, Oslo

A complete change of scenery here, with the action taking place around a snow-bound chemical weapons factory in Norway. The terrorists are dressed in white, making them difficult to see, but the pointer counters this well. Again, this level shouldn't prove too big a challenge but remember that in order to get the Ultimate Sniper ranking, you must take out both the driver of the truck at the entrance to the compound and the snowmobile pilot who drives across your field of vision around the same area. There are

guards on watchtowers that may duck behind metal railings, but your rifle is of a high enough calibre to shoot straight through them. Once you come face to face with Tanya don't be put off by her dashing about and letting loose with her flamethrower. Keep your aim steady and, when you see her head, pop a single cap in it.

CHALLENGE

Without using any continues, obtain the Ultimate sniper rank on both the areas available. This means 100 percent accuracy, so you can't miss a single shot. Your target total time is two minutes 35 seconds. It can be done but you'll need to make short work of Tanya.



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WALKTHROUGH

KLONOA 2: LUNATEA'S VEIL

Namco's pseudo 3D platformer combines old skool thrills with next-gen power to produce one of the most enjoyable adventures on PS2 so far. Here we present a guide to the demo's two excellent levels.

SEA OF TEARS

Grab the first Moo and use it with double jump to reach the two green crystals. Use the next one to hurl at the egg nearby for a heart if you need it. Follow the path across the bridge and grab the hovering creature nearby. Jump into the bounce pad and double jump to reach crystals and an extra life on the ledge above. Shoot the alarm clock to mark your progress.

Grab the Moo on the bridge and use it to reach the crystals nearby. Jump up the ledges ahead and watch the cut scene with Popka. Jump up and grab the star at the top and run along the platform. Use the bounce pad to reach the crystals and heart then head through the door to the next area.

Shoot the alarm clock, then fire at the green winged object to swing and reach some crystals. Do the same with the next one to reach more crystals and a heart. Run along to the centre of the bridge and fire at the giant Moo to stop it in its tracks. Quickly run back and grab the small Moo, then jump onto its big brother and use double jump to propel yourself upwards and reach the crystals above. Doing this will shatter the giant Moo, so grab the crystals it gives up and get ready to head on your way.

Grab the small Moo again (it respawns) and run back the way you came along the bridge. Use it to reach the ledge above, then jump into the cannon - which fires you over to another ledge. Grab the enemy that charges you and use it to hurl at the egg for a heart. Jump into the bounce pads to grab the crystals and fire mid-jump to get the star. Run along to the end of the platform and jump into another cannon, which fires you back to the original path. Nab the springing enemy and double jump with it to reach the crystals, then get it again once it's respawned. Hurl it at the box blocking your path, grab the heart and run through to the next area.

Shoot the two green winged objects to reach the crystals, then hit the alarm clock and jump into the cannon. Use the Copter-like creature to fly up and grab the crystals, then jump up the platforms to the top. Grab the first Moo, jump onto the bounce pad and double jump to reach more crystals. Nab the second Moo and throw it to get the star. Once it's respawned grab it, run along the ledge and double jump again to reach the crystals here. Jump down, grabbing the crystals along the way, and get the heart that you'll find at the bottom.

Destroy the changing enemy and jump into



the cannon which hurts you through the air and onto the back of a giant bird-like creature. Grab the crystals mid-flight then the bird sets you down on another path. Use the nearby springing enemies (which are very conveniently placed) to break the two eggs you'll find here, pick up the heart and a star (which were inside the eggs), then head through to the next area.

Hit the alarm clock and run along the bridge, grabbing crystals as you go. Nab the Moo at the bottom and use it to get the star. Once it's respawned, grab it again and use it to reach the ledge above. Shoot the flying creature to get the heart and land on the top ledge. Jump across, grabbing the coin as you go and run through the door to finish the level.

CHALLENGE

See if you can finish the Sea Of Tears with five lives left and 135 crystals, then 100 crystals and the same number of lives on the Jungle Slider. Don't think it's easy.



TIPS

RAYMAN M

The limbless Frenchman's latest offering is primarily a multiplayer affair and our demo offers a taster of each of the title's two types of game. Read on for tips on how to triumph in both the racing and shooting levels.

NEBULOUS TOWER RUNTHROUGH

From the starting line, head towards the blocks moving up and down and jump onto the first one. From here there are two ways to go around the course - the obvious route along the ground and an aerial route via a series of platforms. Opt for the aerial route as it's quicker and a sterner test of your skills. At the block's highest point, jump and fire in the direction of the purple Lum you see high above the course. If you time this right you'll attach yourself to it with an energy beam that lets you swing from side to side. Point yourself at the moving platform to the left and jump onto it. As you run along, double tap jump to activate your hello and stop you falling as the platform moves in and out.

Jump from here onto the first of two platforms above the track. From the end one, jump onto the first metal platform above the swamp. Use your hello again to stop you falling if you need to. Be careful here, because if your opponent takes the route below you, there's a switch that raises and lowers the platforms on either side of the swamp. If this happens mid-jump, you'll be back onto the main track. Stand on the last one of these and jump, then shoot the tentacle you can see on the next platform. Quickly jump across and past it before it pops up again. Do the same on the next platform and, as you jump past this tentacle, shoot the purple Lum to swing over to the climbing wall section.

Climb up and jump onto the right platform at the top. Run around the central structure, jumping from platform to platform and climbing the various sections until you reach the top. You're above a deep pit with some wooden machinery turning around inside. Ignore this and simply jump to the bottom as quickly as you can. From here, run down the revolving corridor, avoiding all the jump pads apart from the final one. Jump on this and fire at your highest point to latch onto another purple Lum.

Swing from here onto the next platform above the track. On this you'll find an accelerator pad, hit it then jump off the ledge and over to the next one. Repeat this until you reach the final platform, then jump onto the jump pad and shoot to grab yet another purple Lum. Swing to the next platform and onto the bounce pad, then shoot the final purple Lum to swing again. From here, jump over to the next platform and you're back at the start of the course.

SHADOW PLAIN TIPS

- 1) Use the lock-on function (L3) to keep your opponent in your sights. You may need to keep pressing this, as the lock will sometimes disengage. You can strafe left and right while doing this to avoid being hit by enemy attacks.
- 2) Freeze an opponent by firing with the (R2) button. This will stop them in their tracks for a while and enable you to reach the Lums first. If you're quick enough, you can do this repeatedly.
- 3) Press (R2) to break the ice quicker if you're caught by an opponent's freeze attack. This is a very useful tip so always keep it in mind.
- 4) Use the right analogue stick to rotate the camera, enabling you to see when the next Lum has appeared.



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PlayStation 2

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POTTING GUIDE

WORLD CHAMPIONSHIP SNOOKER 2002

Just can't sink that pink? Struggling to down the brown? Your cack-handed days will soon be over thanks to this guide to the do's and don'ts of Codemasters' top notch snooker simulation.

GENERAL TIPS

Use the practice mode to learn at your leisure – this is located within the Career mode section of the demo and allows you to hone your skills without interruption.

1) Use the overhead view – this can be activated by holding the **Q** button, and is particularly useful if you need to take a long shot or your view is otherwise obscured in the normal view. If only you could do this in a real game.

2) Learn to use the aiming aid – this consists of two lots of arrows showing the trajectory of both the cue and target balls. The former is white, while the latter is gold. These are partially transparent, with the solid part showing how far the ball will travel at the current shot strength. During some particularly tricky shots, the aiming aid disappears so you'll just have to trust your own abilities!

3) Speeding up shots – you can hold down the **Q** button once the shot has been taken to speed up the action. This will help you make the most of the available time during the demo.

4) Consider your positioning – when going for a shot, don't just think about the ball you're sinking, consider where you want the cue ball to end up for the best position on the next ball. This is vital to prolonging a break.

5) If in doubt, go for the snooker – if you can't pot anything on your next shot, make sure you don't leave anything on for the opposition.

SHOT GUIDE

The position of your cue tip in relation to the white when you strike it has a profound effect on the way it moves, allowing you to pull off tricky manoeuvres and position the cue ball for the next shot. Learning how to use these different shots is the key to winning the match.

Basic Shots

Adjust the aiming aid with the left/right directional buttons and hold **Q** for more precise control. Once you've decided on your positioning, press **Q** to bring up the power meter, use the up/down directional buttons to determine the strength of the shot, and **Q** again to strike the cueball. Simple, eh?

2) Putting side on shots:

Using sidespin is a good way to pull off tricky pots that you can't manage with a basic shot and they can also enable better positioning for the next ball. Hold **Q** to activate the spin indicator and use the left/right directional buttons to determine the degree of side you wish to apply to the shot.

3) Using topspin: Putting top on a shot makes the cue ball follow through further than it would normally. The extent to which the white will travel after hitting the target ball will depend on how high you strike it with the cue. Hold **Q** and use the directional buttons up/down to adjust the degree of topspin applied, then proceed with the shot as normal.

4) Stun shots:

By hitting the cue ball very hard just below the centre, you can send the target ball at speed in the desired direction while leaving the cue ball where the target ball was struck. Stun shots can be very useful for tricky shots where you feel the white would otherwise follow through into the pocket, or just to achieve better positioning.

5) Screw shots:

If you want to pull the cue ball back toward its original position, this can be achieved by positioning the cue below the centre of the ball. While requiring a little practice to perfect, these

screw shots are an excellent addition to your arsenal and provide another way to keep that break going for as long as possible.

6) Swerve shots:

Tricky to pull off (but all the more satisfying for it) is the swerve shot. Apply plenty of side to the cue ball (pick which part to hit according to the direction you wish the ball to travel) and hit it from above at an acute angle to cause the white to arc around balls blocking your path.



CHALLENGE

The demo times out after a teasing three minutes of play, so see how many points you can bag before you're returned to the title screen.

THIS IS FOOTBALL 2002

COACHING GUIDE

Okay, so our demo of Team SoHo's latest football offering isn't quite a game of two halves, but there's still plenty of time to net a few storming goals before the half time whistle blows.



Unlike Pro Evolution Soccer and the FIFA games, TIF 2002 uses a directional passing system – whereby the ball will be played in the direction you're facing, not automatically to the nearest player. What this means in practice is that if you're wayward with your passes you can leave yourself wide open to swift counter-attacking moves, so be careful. Using the ground pass (**Q**) is your primary tool during normal play as the long pass (**Q**) forward can be very difficult for the running player to receive and tends to result in a loss of possession. One touch passes make for a much quicker pace to the game and makes it harder for the opposition to get hold of the ball. One-two's using a double-tap of **Q** and through balls (**Q**) can also be very effective in the latter part of the field.

Shooting:

Shooting in TIF 2002 is quick and fluid and there'll plenty of net-bursting scorers if you strike them effectively. In general, shooting is controlled with **Q** but there are some variations that add to your attacking possibilities. Tapping the button will result in a low shot into the bottom of the net while holding the button down will strike the ball higher

and with more venom. This can be enhanced further by using the directional buttons to provide aftertouch, bending the direction of the ball as it moves. Using the directional button left/right (depending on which way you're playing) at the same time as hitting **Q** will pull off a lob which can easily deceive the keeper.

Crossing:

Working space down the wings then crossing the ball into the box (with **Q**) is one of the most effective attacking techniques. The ball will go further and higher the longer you keep the button depressed, so read the situation and use the most effective tactic. Running the ball down

to the opposing team's goal line and dragging it back across the goalmouth proves to be an extremely difficult attack to defend against, so use it at every given opportunity.

Tackling

Getting the ball from the opposition effectively is key to your success on the pitch, so learn which tackle to use in which situation. In general, you should stick to the normal, foot-in tackle (**Q**) as this is much less likely to have the ref then you're seeing red. Using the sliding tackle (**Q**) can be a match-saving manoeuvre but must be timed to absolute perfection (and NEVER from behind) or your player will be taking an early bath.

ADVANCED TECHNIQUES:

Knock ahead

Dribbling the ball will result in your player running at a slower pace than the chasing defenders and to counter this, you can double tap **Q** to perform the knock ahead. Doing so will allow you to run at full pelt while keeping possession of the ball, providing of course, that you don't kick it into the path of an opposition player.

Shimmies

The shimmy is a quickly executed skill move where your player steps to one side to avoid oncoming defenders and, if timed perfectly, will allow you to cut through the opposition like butter. TIF 2002 offers shimmies in two varieties: a shimmy with close control can be executed by tapping **Q** while holding it down will result in a shimmy with the ball knocked ahead of your player.

CHALLENGE

See how many you can score before the half time whistle goes and the demo times out. If you're feeling extra cocky, play as Australia and see how many you can put past the Gallic world champs. We've managed five – can you kick us into touch?

Victorious BOXERS

Jippo's Road to Glory

"...is arguably more true to the sport than Knockout Kings"

Official PS2 Magazine

"Smart and likeable"

Gamesmaster

"Knockout stuff!"

"Anyone who loves beat-'em-ups should love Victorious Boxers"

P2

"...dynamic encounters of which Tekken can only dream"

"Smart boxer which happens to K.O. Knockout Kings 2001"

Play

"...the best boxing action I've seen yet"

PSi2

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PlayStation 2

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WACKY RACES

FEATURING DASTARDLY AND MUTTLEY

Join Dick Dastardly, Penelope Pitstop and the rest of the Wacky Racers in our two-track demo of Infogrames' comedy karting game. Here we present all the sneaky tactics you need to know to cruise to victory.

GENERAL RACING TIPS

Get the turbo start - Hit the gas just before the word 'Go!' appears at the beginning of the race for a turbo start that is guaranteed to give you several places instantly.

Collect the red icons - dotted around the track you'll see floating red icons. These represent weapon pick-ups, so grab as many as you can to keep your shields and offensive weapons topped up to blast opposition racers.

Use the brake! - It might be tempting to just go round with your foot to the floor but sometimes it's better to slow down - at least a little bit.

Use your shield - try to keep a defensive weapon handy for when you're in front as you'll be targeted continuously. Grog Prosopis will warn you when an opponent has fired a weapon by saying 'Incoming!' or 'You've been targeted!' so you should have time to switch on your shield.

Look out for mines - you can drop 'em but you can also run over 'em so keep your eyes peeled and be careful. Hitting a mine can easily put you right to the back of the pack.

Look out for shortcuts - keep your eyes peeled for those elusive tracks off the main road as they'll save you valuable seconds.

Learn the Tracks - There's no substitute for knowing your way around the course. Following the arrows is often confusing so remember the position of each turn and short cut.

SNOW HOPE VILLAGE TIPS

1) Just after the first bend, you'll notice a diversion off the main track to the right. Go down it to grab some power-ups.

2) Not long after this you'll see a bobsleigh track on the right hand side. It's a quicker route but its icy surface and tight turns make it a sterner test of your driving ability than the principle route.

3) In the part of the track that goes through the village, take the left fork where the road splits in two as it's more direct and there's less chance to go awry.

SUBWAY SHERMANGANS TIPS

1) When you enter the stadium lobby, you can veer left or right. It doesn't really make much difference which you take as both involve a tight corner where you can easily collide with the wall.

2) In the subway part of the track, keep your eyes peeled for a closed sewer drain on the right hand side, about halfway down. Head toward it and the cover will open, allowing you to drive straight through and gain a couple of seconds.

3) When you come out of the subway and into the large room with the huge globe in the centre, take the right path as it's a more direct route to the exit.

4) As you emerge from this building, you might be tempted to go through the two automatic barriers for a shortcut to the finish line. Don't bother, it's quicker to take the other exit at the opposite side of the car park.

DASTARDLY GUIDE

NEEDLES

Rufus Rufus and Saw Tooth's Buzz Wagon
A mediocre all-round vehicle with identical levels on all three of the criteria (speed, acceleration, traction).

Weapons
Ejecto-fog - fires a fog as a projectile that tracks and hits the vehicle immediately in front. Useful for getting through a crowd.

Hover Wagon - turns the wheels into thrusters and lifts the vehicle off the ground. Particularly useful on the Snow Hope level where traction is reduced.

Shield Shack - turns the wagon into an impenetrable wooden shack that is invulnerable to other racers' weapons.

Peter Perfect's Turbo Torrific

Good acceleration on this vehicle is counteracted by only a moderate top speed and poor grip.

Weapons

Super Rubber Shield - inflates your tyres to massive proportions, thereby protecting your vehicle from enemy attack.

Bouncing Tye Shot - fires a tyre that homes in on the vehicle in front and sends it spinning all over the road.

Super Rubber Mines - chucks a tyre out behind your car that acts as a mine for unwary competitors on your tail.



CHALLENGE

Get first place on both the main races, then do the same on the hidden bonus race. This puts you behind the wheel of Dick Dastardly's Mean Machine for the Snow Hope Village race.

DRIVER'S GUIDE

LOTUS CHALLENGE

Ah, it makes us proud to be British. Behind the wheel of a Lotus Exige, hitting 150mph and leading the field around Florida's sunburned Jupiter Beach Raceway...

STEERING METHODS

There are three of these indicators. Standard is the normal left-right motion of the analogue stick, while Circular is the one recommended by the game (use the stick like a steering wheel, with rotational motion required). The combined option meanwhile, is a mixture of the two. Personally, we preferred sticking to the standard left-right method but by them all out to see which suits you.

DRIVING AIDS

The handling in Lotus Challenge isn't the easiest to master but thankfully the game helps you out with car assists, allowing you to ease yourself gently into proceedings. Hit as soon as the race has begun and go to the Driving Aids option to choose which you want. Full offers ABS, traction control, assisted braking and assisted steering while 'Standard' offers just the first two. When you're feeling confident there's also an option to turn all the driving aids off.

STAY ON THE TRACK

By your best not to stray onto the grass or dirt at the side of the track as this will cause a serious loss of traction and inevitably result in the back end spinning out, making you lose crucial seconds and possibly several places.

STEADY AS SHE GOES

Use deft touches of the analogue stick to steer the car as oversteering is all too easy. Brakes should be applied gently as locking them up will often mean a total loss of control. It's an obvious point, but avoid contact with other cars if at all possible, as it's all too easy for them to spin you round with the slightest nudge.

JUPITER BEACH DRIVETHROUGH

Our demo features the Jupiter Beach Raceway in Florida and the race takes place under a gloriously sunny sky. You'll start in sixth place, with just two laps to take the chequered flag, so there's no time to waste. When the race begins, head down the straight from the starting grid and you should be able to get yourself into third place before the first bend. Get over to the left as the arrow indicators appear showing the first corner and apply the brakes evenly at the penultimate indicator so you don't lock up the back wheels, then accelerate out of the bend.

CHALLENGE

A seemingly straightforward one this. All we ask is that you come first in the race with all the driving aids turned off. This might sound simple but mastering the handling is no easy feat in this game.

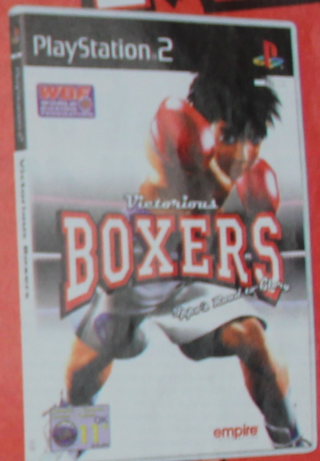
briefly through the next gentle bend to keep up with the leaders. Tap the brakes for the left hander and accelerate through the right hander immediately afterwards. There's another right hander ahead and some braking is required through this, then move into the apex of the tighter bend straight afterwards. You'll pass under a bridge through this left hand turn, which leads to the course's longest bend.

This is a sweeping left hander, which opens briefly only to tighten again almost immediately. You should be able to keep your foot on the gas throughout most of it, allowing for minor steering corrections as you go. You'll pass under a road bridge now and the track curves gently to the left, so keep the pressure on the leader through here, only dabbing gently on the brake if you need to indicate ahead mark the next turn so move over to the right and use the apex of the bend to keep up maximum speed.

Exit the bend on the left side of the track then quickly tuck in to hug the right through the next corner, which is by a huge spectator stand. You'll then pass under the Bridgestone tyre archway and there's a short straight ahead, down which if you haven't done so already, you should be able to overtake the leader. Round a simple left hand curve at full pet to see the home straight ahead. That's lap one complete, now you've just got to hang onto the lead for another circuit.



HIT ME



WITH YOUR BEST SHOT



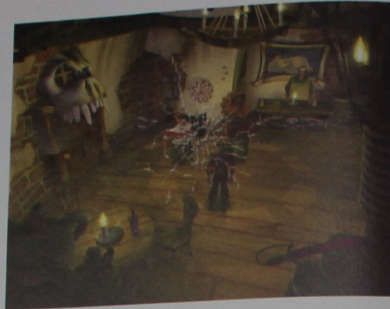
PlayStation 2

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WALKTHROUGH



ESCAPE FROM MONKEY ISLAND

LucasArts' pun-heavy adventure is a sly concoction packed with fiendish puzzles, groan-inducing humour and, well, lots of monkeys. Climb aboard our complete walkthrough to get the better of it, me hearties.

PROLOGUE & ACT ONE

Things To Do On Melee Island™ When You're Dead

PROLOGUE

Some nasty pirates have boarded Guybrush and Elaine's ship. We join our hero tied to the mast. To the right, you'll notice a lit brazier. Move over there so you are facing the coals and use the brazier. Highlight 'Look at coals' and press **@**. Guybrush will begin juggling a piece of hot coal with his feet. Turn to the left, and take the option to kick the piece of coal at the loaded cannon. The cannon will fire and sink the pirates' ship, giving Elaine and her crew the boost they need to overpower their attackers. Puzzle solved.

ACT ONE

Things To Do On Melee Island™ When You're Dead

MELEE ISLAND™

You go away for a couple of weeks and this how you're greeted on your return? It goes without saying you need to stop the guy from flinging boulders at your mansion with that catapult. Still, he's none too bright so you have a little time. Walk away from the catapult and follow the path east towards the wall. Pass through the archway and follow the wall until you are at the Melee Island™ map. Head to the harbour, on the east side of the island, and take the POPPED INNER TUBE. Return to the Melee Island™ map and make your way to the town. The first building you'll come across is the Scum Bar. Go inside. Before talking to anyone have a quick gander at your surroundings. You'll notice that the drunken sailor has been given a balloon for his birthday! That's worth remembering. Chat with him by all means, you won't get much sense out of him, but it's fun. Now talk to the crusty sailor on the left side of the bar. He's the owner and goes by the name Ignatius Cheese.

You'll learn that an Aussie is trying to buy the bar, and that he's a master insulteer. Ask him about Insult Arm Wrestling. Then ask him to join your crew. You'll need to challenge him at Insult Arm Wrestling. This is relatively easy. Just be sure not to use any insults that your opponent has used against you.

You won, right? Thought so. Now go and talk to either of the dart players. Ask them about the number of holes in the wall and they will swear blind that they never miss a shot. Challenge them to hit the sailor's balloon. You'll shock the poor sailor and he'll pass out. Now go to his table and take the BOWL OF JERKY PRETZELS.

Head left and you will be at the Melee Island™ Town Hall. Go over and talk to the two pirates standing outside of it. Keep insisting you know them, and eventually they will

break down and tell you who they are. They are Carla and Otis, two characters that appeared in the first Monkey Island game.

Ask them to join your crew by promising them cushy government jobs. Did you think we'd forgotten the mansion? As it Head back there now and you will see a funny looking cactus. Use the POPPED INNER TUBE with the cactus. Walk over to the catapult and offer the lug destroying your home and offer him the pretzels. Now he's distracted, tinker with the catapult controls. This will annoy the catapult guy no end. He'll try and recalibrate the controls with the aid of the funny looking cactus. The rock he fires will come flying back at the catapult and destroy it. Well done. You've saved your home from attack.

After a conversation with your beloved Elaine and the other candidate for Governor of Melee™ Island, go into the mansion. Head right close to the desk and take the CUSHY GOVERNMENT JOB CONTRACT FORM. Move over to the table Elaine is sitting at and take the GOVERNMENT JOB CONTRACT FORM. Give both of them to Elaine to be signed. Head back to City Hall and give the forms to Otis and Carla. You now have a crew! All you're missing now is a ship. Oh, hang on a minute!

Go to the Island map and head back to the harbour. Talk to the harbour mistress and inform her that you are commandeering a ship. Nice try! She'll inform you that you don't have the proper authority. Return to the mansion and explain the situation to Elaine. She will give you the MELEE ISLAND™ GOVERNMENT SYMBOL. To the harbour! Use the symbol to impress the harbour Mistress and she will take you to your ship. Your pink ship. Oh well. Time to set sail for Lucie Island™!

LUCIE ISLAND™

First thing you need to do is go and see the lawyers. They will give you a letter. Reading it, you'll see it's from Elaine's grandfather. It seems he has some gifts for you two. Make your way to the Lucie Island™ bank. In the queue ahead of you, there's a guy from Australia by the name of Ozzie Mandrill. Well he's meeting him again later. Meanwhile you've got business to attend to. Talk to Britanny the bank teller and tell her you would like to remove some items from your safety deposit box. The Bank President will take you to the vault and give you the safety deposit chest. While you're there the bank will be robbed by you, or rather a guy who's calling himself Guybrush. This calls for action.

First off, pick up all the items in the vault: the OLD SWORD, the SMALL SEA SPONGE, the MEDIUM SEA SPONGE, the LARGE SEA SPONGE, and the HANDKERCHIEF. Look in the safety deposit box and take

Publisher: Activision Developer: LucasArts Price: £39.99 Players: 1

The famous point-and-click piracy adventure continues in its classic tradition of interacting with amusing characters and solving cryptic puzzles to drive the eccentric plot. A typically smart, witty and accomplished LucasArts game.

Graphics Painterly backgrounds, distinctive characters and brilliant animation
Sound Some of the best voice acting ever and great cinematic effects
Gameplay Chat to talk, solve evil puzzles, go to the next area. Repeat to destroy
Life span You'll be scratching your head at certain puzzles for weeks

08

PlayStation 2 NERDICT

TEN TIPS

1. Think laterally.
2. Talk to absolutely everyone you meet...
3. ... And that includes monkeys.
4. Always try combining different objects - no matter how obscure the mix.
5. If you're stuck on a puzzle, try using every object available in your inventory.
6. Remember, your character can't die so don't worry about trying crazy things.
7. Follow every aspect of the story. After all, that's the main appeal of the game.
8. Make a mental note of any cryptic dialogue. It'll usually prove relevant.
9. Laugh at the jokes.
10. If you can get hold of a real monkey, it may prove useful in beating the game.

the MUSIC BOX and the BOTTLE OF FINE GROC as well. Walk to the bank vault door and use the OLD SWORD on the bottom hinge. Then use the now BROKEN SWORD with the crack that is now in the door. This will widen it. Use the SMALL SEA SPONGE with the crack. Now pour the BOTTLE OF FINE GROC on the SMALL SEA SPONGE. Repeat this for the MEDIUM & LARGE SEA SPONGES. Et voilà! The door will come right off the hinges, but you're not out of the woods yet. Inspector Canard believes you're the thief so you're put under 'island arrest'.

If you want to leave you're going to have to find the guilty party, prove they were at the bank and find the booty they pinched.

TO CATCH A THIEF

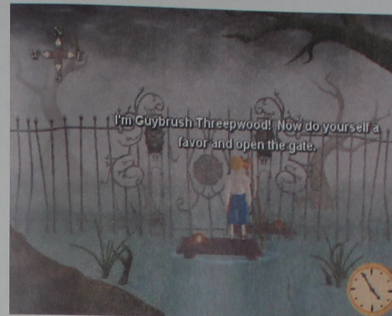
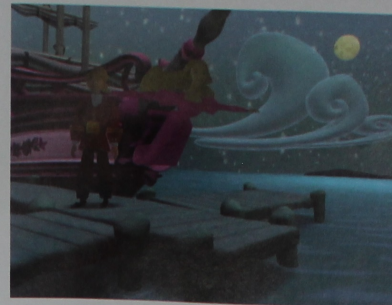
Before you leave the jail pick up the CHICKEN GREASE near the Iron maiden. Now wander over to the perfume stand 'Scents and Sensibilities' and pick up the COLOGNE. Walk just to the left of the stand and you'll find an EMPTY SPRITZER BOTTLE. Pick it up. Done that? Go to the House of Sticks.

Watch the short cut scene showing Ozzie Mandrill buying a replacement stick. Walk over to where he was and pick up the WOOD SHAVINGS. Head back towards the Hall of Justice. While you are here, use the EMPTY SPRITZER BOTTLE at the fountain to fill it up. The EMPTY SPRITZER BOTTLE is now called the HOME-MADE PERFUME. Walk to the right and you will find the Bait Shop. Duck! No, down there, look. Pick up the quacker pronto. Now go inside the Bait Shop and talk to the shop owner about the noxious pirate thief to learn about the villain's whereabouts. Use the HOME-MADE PERFUME on the 'fres' bait. Leave the shop and head straight to the Lucie Island™ map. Next, move on to the Mystes O' Tyne and use the HOME-MADE PERFUME on the puddle.

Return to the map and take the path to the



ESCAPE FROM MONKEY ISLAND



foreboding mansion. Near the fountain is the FLOWER. It's hard to see but it is there. Pick it then combine it with the WOOD SHAVINGS and the HOME-MADE PERFUME. Go back to the town and head left to enter the area near the Bank. Go to the manhole cover and use the BROKEN SWORD there. Pick up the MANHOLE COVER.

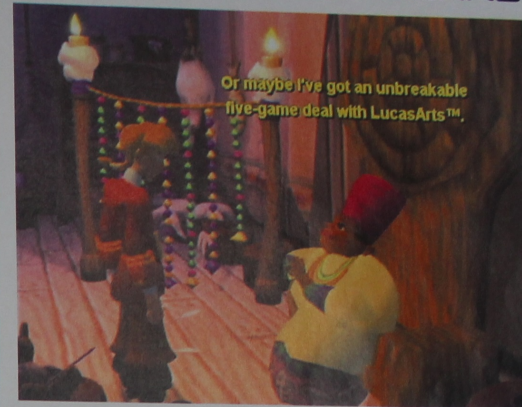
Go left from here and you'll find yourself by the Palace of Prostheses. Enter and chat with Dave, then squirt him with the HOME-MADE PERFUME. He will tell you the real name of Pegnose Pete (this changes with every game). Dave's on a roll so he'll also let you know he has directions to get to his house. All you need to do is master the filing controls.

Each symbol is corresponds to a portion of the alphabet as explained below:

Rabbit: A to D
Pumpkin: I to M
Banana: T to Z

Palm Tree: E to H
Monkey: N to S

For example, if Pegnose Pete's real name is actually



Theodore J Wingnut, the order of the symbols would be Banana, Pumpkin, Banana. Simple really. When you have the correct symbols for the name you've been given, press the button and you will retrieve Pegnose Pete's file with the directions through the Mystes O' Tyne. You can take the file with you but it's easier to write down the directions. Again, they will be different with each game. But before you head to the Mystes of Tyne, there's something else you need to do.

Walk down to the docks and you'll see two pirates playing chess. If you talk to the fat pirate, you will find out the thin one has a crush on Britanny who's now an ex-bank teller. Wait until the fat pirate picks up a chess piece and then distract him with a well placed phrase (you'll know which one to choose). The portly pirate will then get ratty with skinny one. When the skinny one picks a chess piece up, use the phrase mentioning Britanny. Shit-stirring accomplished, the pirates will start fighting. Take advantage of the mayhem to steal the CLOCK. Head towards the Mystes O' Tyne.

Pay attention during the next section, because it's a mite convoluted. Place the CLOCK on the raft. Now use the raft. With a bit of luck you'll see a clock face in the lower left hand corner of the screen. Match the time on the clock to the directions you wrote down and head in the corresponding direction. Do this right and you'll end up at a gate. And yes, that is another Guybrush you can see. You are the one closest to you. Make a note of everything Guybrush says to you and the order of the items he gives you. This part, like the name and the directions is different each game. Now continue following the directions. Before long you'll run into yourself again but this time you'll be the one furthest away. By the way, it's probably worth saving your progress here. Here's where you trot out the information you noted from the previous encounter with yourself. Mess up and you'll go back to the beginning of the swamp. But you got it right, right? Good. Keep following the directions until you get to Pegnose Pete's.

PROVING THE REAL THIEF WAS AT THE SCENE OF THE CRIME

As you approach his house, you'll overhear Pete and Ozzie Mandrill talking about a plan. Now, remember the TIN OF CHICKEN GREASE? Spread it on the doormat. Now head back over to the window and use the DUCK on the window. Yes, you read that right. Pete will panic and run screaming from the house, slipping on the grease and fall into the cage on the dock. Okay, you've bagged the bad guy, now all you need to do is find the stolen booty and provide conclusive proof that Pegnose was at the bank.

PROVING THE REAL THIEF WAS AT THE SCENE OF THE CRIME

Look at the MANHOLE COVER. Remember the names on it and go to the Prostheses shop. Talk to Dave about free Prostheses, after he's told you a story and you've given him the names you had to remember, he'll give you the PROSTHETIC SKIN. You can also get the WOODEN PROSTHETIC HAND. Go to the music box and while the music is playing and the words appear walk to the barrel and take the hand. You'll have to try again if the music stops.

Head back to the bank and use the PROSTHETIC

SKIN on the manhole to turn it into a trampoline and then propel yourself into the open window. Walk over to ladder and grab the SCUPPERWARE. Now walk to the left of the counter and pull the chain. Go back to the ladder and climb up it to the balcony, on the left you will find a prosthetic nose that Inspector Canard will take - proving that Pegnose Pete was at the scene of the crime all along. Now all you have to do is find the booty...

FINDING THE BOOTY

Get some BAIT from the bait shop and combine it with the SCUPPERWARE. Now go to the termite circus and use the WOODEN PROSTHETIC HAND on it. Once done, leave the shop, look at the Lucie Island map and go to the mansion where Ozzie Mandrill and some stuffed animals are waiting. Talk to Ozzie, but don't challenge him to a sword fight or you'll lose, then use the COLOGNE on any stuffed mammal. This will make Ozzie mad and he'll break his cane.

Go to the House Of Sticks and wait for Ozzie to turn up to get his cane repaired. In the shop go to the rack of sticks near the 'Choosing The Right Walking Stick' sign where Ozzie's cane is sitting. Now use the TERMITE INFESTED PROSTHETIC HAND on it. This will give a trail of sawdust. Go back to Ozzie's mansion and accuse him of hiring Pete to frame you. Tell him Pete's Booty Showcase has lots of booty. Ozzie will leave, so follow him through the woods using the trail of sawdust and you'll see a hill of sand and a hidden passage.

Once down the ladder, press the red button on the table then climb back up the ladder and dive into the deep water. When you see the glowing fish open the SCUPPERWARE and catch them, you now have a lantern. Go left into the cave to pick up the MARLEY FAMILY HEIRLOOMS and the BRASS SCREW that falls to the ground. Exit the cave and head left to dry land and the town. Go to the Hall of Justice and show Inspector Canard the MARLEY FAMILY HEIRLOOMS and BRASS SCREW.

ACT II - ENTER THE MANATEE

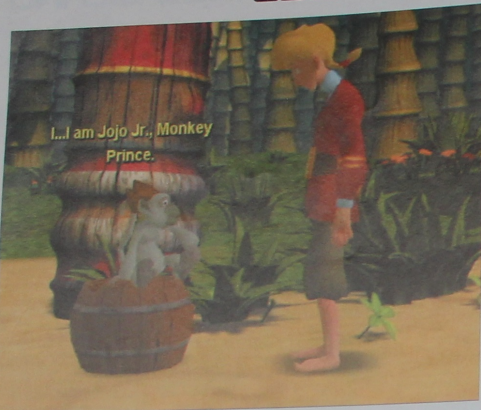
MELEE ISLAND™

In the Mansion ask Elaine all the questions presented to you and take up her suggestion to visit the Voodoo Lady. Enter the International House of Magic and pull the index finger of the table shaped like a hand. You will learn about the Ultimate Insult and Grandpa Marley's wedding gifts. When you ask her about the gifts, you will receive the stolen booty and provide conclusive proof that Pegnose was at the bank.

Leave and go to the Melee Island map and then to Meatbook's house. Talk to Meatbook about the candles then take the PAINT BRUSH from the bucket he showed you. Head towards the docks.

Use the QUARTER in the Grog machine. It will get jammed so give the machine a good kick, then punch, shake and yell at it and a CAN OF GROC will drop out. Head back onto town to the SCUMMI Bar which is now called the LUGA Bar. Take the CHOPSTICKS from the table to the left of the bar, and order food. A flaming ship will float by. Use the PAINTERBRUSH in the mechanism, you must time it so that the boat stops right in front of the painting. When the chef comes out to investigate, go into the kitchen and grab the CANAL STEAM GENERATOR and use it with the CAN OF GROC.

ESCAPE FROM MONKEY ISLAND



You will now have the BLUE PAINTING. In the docks go to the Dairy Lady. Use the EARRINGS, NECKLACE, PEN and BLUE PAINTING in that order on the figurehead. The next stop is Jambalya Island. Before you leave, however, Elaine shows up and takes the MELEE ISLAND GUBERNATORIAL SYMBOL.

JAMBALYA ISLAND™ GETTING THE SILVER MONKEY HEAD

In town go to StarBuccaneer's Coffee Shop, walk up the tourist in the purple shirt and look at her shopping bag. Take the STARBUCCANEER'S LOGO MUG then get a free sample of mini bagels from the counter. You now have the BAGEL CHUNKS WITH SCHMEAR WHIZ. That done, go to the Jambalya Island map then on to the pink house, you'll see Stan there. Go over to the desk and grab a TIME SHARE BROCHURE, then the JAR OF GLUE from near the door.

At the Micro Groggery use the JAR OF GLUE on the Mechanical Manatee and ask the bartender about the thing with the saddle.

Tell him you want to ride it, you'll then receive a PLANET THREEWOOD COUPON.

At Planet Threewood read the menu and talk to the waitress and get a drink. Sit down and ask the Pirate for a free caricature, answer his questions to receive the MONKEY MUG CARICATURE which when used with the Jar of glue can be stuck to the STARBUCCANEER'S LOGO MUG. Swap it for the mug that the waitress bought you.

GETTING A BRONZE HAT

At the Micro Groggery the bartender will ID you when you ask for some Grog then he'll give you the WIMPY GROG. Leave the bar and talk to the tourist by the statue; find out all you can about Tiny Lefset. When you've finished chatting, go to the docks, get into the rowing boat and go left to Knutlin Atoll. Don't worry about Admiral Casaba, just let him know you're going to leave when you can, then leave.

When you land, walk left to the school (it's a brightish building) talk to the teacher then get enrolled. When you take the exam, give a really evil and nasty answer to be awarded the DUNCE CAP. You'll then find yourself outside the school, how activate the fire alarm and the teacher will run out leaving the way clear for you to run in and grab the WHISTLE from the box of confiscated toys.

On the beach is a puppet show. Tell LTL LeChuck he died over 80 years ago and ask him where he's been. Leave the puppeteer alone, then show him the BLUE PAINTING. This will scare him and he'll throw the puppets on the ground. Now pick up LTL GUYBRUSH and LTL LECHUCK.

Walk to the beach and you will find a fat pirate with a parrot perched on either shoulder, one tells the truth, the other lies. Tell him he is large, then enquire about his father, Tiny the friendly pirate. Ask where he buried the hat and he'll tell you it was in a field of rocks. Go to this field and use the WHISTLE to summon the parrots. Give one the WIMPY GROG then ask a simple question like 'What is one plus three?' This way you'll weedle out the lying parrot. Now only ever ask the truth-telling parrot whether he is sat on the boulder that conceals the hat. Keep moving and whistling the parrot until you find the right rock. When you do talk to LTL GUYBRUSH & LTL LECHUCK Admiral Casaba will fire the cannon and blow up the boulder, revealing the BRONZE HAT.

GETTING A GOLDEN MAN

Back on Jambalya Island go to the plank diving competition and use the CHEWED UP BAGEL CHUNKS WITH SCHMEAR WHIZ with the seal oil that's on the table. Talk to Marco de Pollo and ask how to enter the diving competition. Now go to the judges and get certified. Once this process is done go back to Marco and tell him you'd like to dive against him. Your dive doesn't go too well so look the grumpy judge what went wrong, after a bit of a rant about his wife examine the TIME SHARE BROCHURE in your inventory. On it is an interesting picture featuring his wife which when showed to the judge will make him give you a fair score. Next go to the wise hippy-type judge to ask what was wrong with your diving. He'll tell you to copy Marco's moves. So for the four kinds of dives here's what to do:

Alpha Monkey: ← Keelhaul ↑
Rum Barrel: ↓ Spinning Swordsman: →

Tell Marco you're going to dive again, but put on the DUNCE CAP - making you more aerodynamic which will satisfy the middle judge. Copy Marco's dive exactly to tie his score. In the tie-breaker you go first so do any dive you fancy, and when it comes to Marco's turn he'll put the sabotaged seal oil in his hair, thus attracting seagulls which will put him off so he gets really bad scores. You have now won the contest and the Golden Man.

ACT III - ESCAPE FROM MONKEY ISLAND

Act III starts with you washed up on Monkey Island beach with Timmy the Monkey. Read the NOTE that's near the map then got to the map. Go and see the campsite. Pick up the COCONUT that's near the hut. Talk to the man by the fire - it's Herman Toothrot, but he's not much help as he's lost his memory.

Go to the map and head to the Vista Point. Pick up a rock and throw it into the canal, pick up another rock. The first should have struck a branch, as soon as it does throw the second into the middle of the canal. Pick up another rock and as soon as the second rock hits a branch throw the third into the left side of the canal.

Pick up another rock and again as soon as the third rock hits a branch throw the fourth. A boulder should fly through the air and land in lava to create a pool. If it didn't work this time try again - spot-on timing is the key here.

Go back to the map and go to the canyon, leaning against the cactus is a BANANA PICKER. Grab it. Make for the Castle, and a cutscene of a monkey throwing a bottle into a lava field will play - remember which island it was. At the castle use the BANANA PICKER to get SHELDS. On the bridge you will meet Father Allegro Rasputin who is a ghost. Chat about the lava flowing through the church and you can take the lava plunge. Go to the right of the top middle island, and use the BANANA PICKER to get the MILK BOTTLE. If you miss it the first time try again. Now make your way to the pool of lava that was created with the boulder. Walk to the single palm tree, push it and it will make a bridge, go over it and to the Monkey Island map.

Return to the beach that you were washed up on and get a BUNCH OF BANANAS by using the BANANA PICKER. Offer Timmy a banana and he'll follow you to the Canyon. Enter the mine and the metal door of the vent will open. Use the BUNCH OF BANANAS, this will make Timmy go into the vent and activate a switch, now close the vent with Timmy still inside.

Go into the tube and have a look around, when you see 'Look A Weedwhipper', use the BANANA PICKER get the WEEDWHIPPER, then go back to the map. Go back to the tree that you pushed over and to the patch of weeds nearby and use the WEEDWHIPPER until there are enough pulled for the lava to drain away.

On the map, head for Monkey Village, where you will meet Jojo Jr. Talk to him in order to learn about Monkey Kombat and the Monkey See Monkey Do method. Walk to the left and use the SHELDS, and the monkey will get excited and pinch them. In his excitement he'll drop the ACCORDIAN for you to pick up.

Go back to the map and find the Walking Monkey in order to learn Monkey Kombat. The four buttons for the sounds are:

Ⓐ - Ack Ⓢ - Oop Ⓢ - Eek Ⓢ - Chee

Fight the Monkeys now, you'll encounter a timid monkey first, then some smelly ones, then the huge strapping monkey. The last one you'll fight is the brawny monkey. Once he's defeated Guy is ready to take on Jojo Jr. You must copy your opponent's move three times in order to draw the match, this will lead you to a clue as to what will happen at the end of the game.

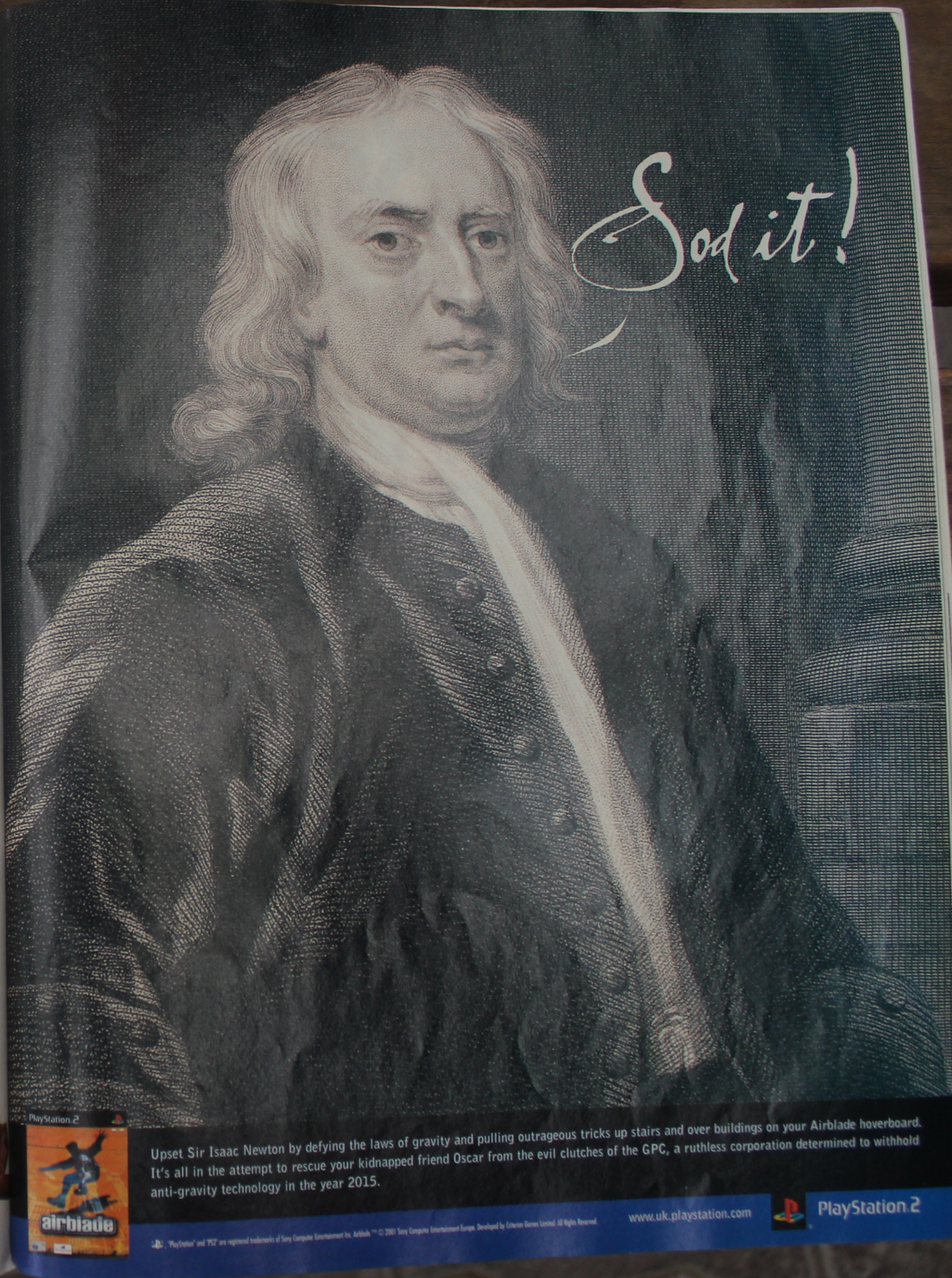
Although you're eager to fight Jojo Jr, you must first help Herman to retrieve his memory. To do this go back to the campsite and throw the COCONUT at him, this knock will make him remember a few things, but to fully restore his mind to its former self, throw the MILK BOTTLE. Herman will now recognise you, and if you hit him with the ACCORDIAN he'll remember everything. Now he's got his marbles, talk to him and you'll receive the MELEE ISLAND GUBERNATORIAL SEAL.

Now you know about Herman's past, you must defeat Jojo Jr. It will take a few goes but persevere and you'll get there. Once beaten you'll get the BRONZE HAT as your prize. Finally head to the giant Monkey Head on the east of Monkey Island and use the BRONZE HAT. Now use the BANANA PICKER on the Money Nose. Enter the mouth and you'll be standing in a type of control room, have a look around and you will see a slot that you can use with the MELEE ISLAND GUBERNATORIAL SEAL - you can now leave Monkey Island.

ACT III & GUYBRUSH KICKS UNUSUALLY LARGE BUTT

You are now near the end of the game and this final act will see you inside the Giant Monkey near three antennas. Go over to the smaller of the three and grab the BIG PLANK and use it with the small tower. Climb up it and jump onto the BIG PLANK. Jump a few more times to get to the top of the large tower. If you pull the big switch you will then be in Monkey Kombat with the giant LeChuck Statue.

If you copied the moves three times when you were fighting earlier in order to get three draw scores, you will see the monkey hit its head, you'll then see Ozzie Mandrill on LeChuck Statue's head, fight him and get another three draws to be presented with a final cut-scene and finish the game. ■



Upset Sir Isaac Newton by defying the laws of gravity and pulling outrageous tricks up stairs and over buildings on your Airblade hoverboard. It's all in the attempt to rescue your kidnapped friend Oscar from the evil clutches of the GPC, a ruthless corporation determined to withhold anti-gravity technology in the year 2015.



www.uk.playstation.com



PlayStation 2

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CRAZY TAXI

Become the fastest/craziest/wealthiest cabbie in the whole of 'Frisco with our essential guide to Sega's frenzied fare-'em-up. Taxi!

Publisher **Acclaim** Developer **Acclaim/Sega** Price **£39.99** Players **1**

Yes, you really do play the role of a taxi driver, picking up fares and trying to earn as much cash as possible within the time limit. One of the best arcade games ever, its instant appeal ensures you'll be hooked from your first pick up.

Graphics	Bright and breezy and typically Sega. Pleased by pre-up though	08
Sound	Thumping, if slightly repetitive, soundtrack provided by The Offspring	07
Gameplay	Diff as a brain-benumbing high jinx with added Crazy Box fun	08
Life span	Plenty of replay value but not much depth in the long-term	07

PlayStation 2 **NERDICT**

TEN TIPS

1. Stop as close as possible to the punters to save valuable time.
2. Try and set down a passenger in the same circle as another punter waiting to be picked up.
3. Drive in continuous laps, collecting passengers as you go.
4. Remember that Green customers pay the most.
5. Some customers change their colour. Watch out for this.
6. Crazy Dash as often as possible.
7. Rack up the combos to get tips.
8. Don't just follow the arrow, keep an eye out for short cuts.
9. Make use of the ramps to jump over intersections rather than driving round.
10. Crazy Drift for rapid 180 turns.



Picking Up Punters

Always stop as close as possible to each customer. If they have to run, you have less time to drop them off, and they yell at you. Obviously, but it's easy to think a couple of extra metres don't matter. They do. If you know where the passenger is heading, try to face in that direction when you stop, preferably with a Crazy Drift. If you are not sure, hedge your bets and stop halfway between the two directions. Both courses are complete circuits, so the best way to play is to continuously complete laps. On the arcade track, this means you must go through town, along the freeway, to downtown, to the bus terminal and round to the university again. It makes sense then to try and pick up fares that won't have you backtracking.



Tips Tips

Every time you pull off a Crazy Hit trick, a tip is added to your fare. Crazy Hits then link into combos until you have a front-end collision with another vehicle after which the combo-meter resets. Good places to rack up the tips are driving like a nutter on the traffic-heavy freeway, and following the cable car going down the hill. It's worth remembering that your tips are doubled if you drive on the wrong side of the road. And when you drop your punter off they will provide a tip based on your remaining time. You usually get \$6 for every full second of time that's left. So speed is your best friend.



The Colour Of Money

All potential customers have their own colour code corresponding to the distance they want to go and therefore the potential earnings you can make from picking them up. Look out for the Green customers, they travel the farthest and pay the most, while Reds go the shortest and pay the least. For maximum earnings your customer priority should be: Green, Lime, Yellow, Orange, Red. NB. Some customers change colour. For example, at the bus terminal some will switch from Red to Yellow. Again, use the colour codes to pick up the ones that want to travel the furthest.



Driving Tips

The green arrow does not necessarily point out the fastest route from starting point to destination, and there are plenty of sneaky short cuts if you're prepared to go hunting. On the Arcade track, for example, if you're trying to get from KFC to the heliport, ignore the big S-curve and cut straight up the grassy hill instead. When continuing onto the baseball stadium, practice your Crazy Drift jumping skills and leap off the edge of the hairpin bend rather than going all the way around it.



Hidden Customers

Each hidden customer you pick up in the Arcade city should net you \$2,500-\$4,000. Here's how to find them:
1. Not strictly hidden, but at the beginning of the game, instead of driving forward, hit reverse. Pick up the woman directly behind you and she will pay for a ride right to the bottom of the hill. Easy money.
2. At the hotel/crown area, look between the two buildings near the intersection and you'll see a tennis player, who wants to go to the tennis court. Game, set and match - your wallet.
3. Past The Levi's Store, there's a multistorey car park. Drive up the ramp, hug the left side, and pick up the old lady on the rooftop. She wants to go all the way to the police station. Bless.

Crazy Stop

What is it? Coming to an immediate halt to collect punters and earn tips.
How's it done? When accelerating forwards, quickly shift into Drive and then back into Reverse while turning sharply left or right.

Limit Cut

What is it? A more powerful, longer-lasting speed boost than the Crazy Dash which can only be used when you're approaching top speed. Ideal for long stretches of road, attempt the Limit Cut in more confined areas and you'll just crash in a humiliating heap.

How's it done? Crazy Dash twice in succession to burn up to maximum speed.

Crazy Back Dash

What is it? Simply the Crazy Dash but in reverse.
How's it done? Perform a Crazy Dash and quickly shift into Reverse.

Crazy Back Drift

What is it? The Reverse drift spins your car 180°

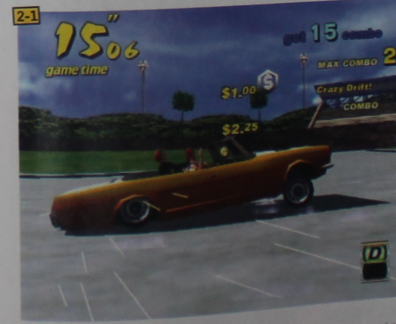
CRAZY BOX

You've earned great big piles of lovely moolah and picked up all the outrageous skills required to be a successful Crazy Taxi driver, now it's time to put those abilities to the ultimate test (and learn a few more) with the fantastic challenges found inside the Crazy Box.



Crazy Flag

Still warming up, but this time you're going to need to practice your Crazy Drift skills. The key to hitting the flag at the far end of the beach in record time is to kick off with a Crazy Dash and perform a Crazy Drift immediately toggle Reverse then Drive rapidly. While turning to pull off a blisteringly fast U-turn. See the flag? Floor it and with the help of a few more Crazy Dashes you should be able to hit the fluttering swine in under ten seconds. Remember you don't need to brake on the spot so just keep that finger on the accelerator.
Challenge Rating: 4/10



Crazy Drifts

Pulling off the 15 combos required to clear this challenge isn't too hard, but a word of warning. Keep off the grass. It saps your speed and will lose you valuable time as you crank it up again to Crazy Drift. Try and stay on the Tarmac and you'll make your life a whole lot easier. Remember the mantra of accelerate, drift, accelerate and you should be able to get an outstanding score of 30 combos.
Challenge Rating: 5/10

CRAZY TAXI

CODES

Crazy Bike mode
On the character select screen, hold **□** + **△**, then release **□** and then **△**. Hold **□** + **△** again and then release both simultaneously before finally pressing **□**. If the code has worked you will hear the sound of a bicycle bell and whichever character you choose, they will start the game riding a bike instead of driving a taxi. Crazy!

Expert mode
At the main menu, press and hold **□** + **△**. Continue to hold these buttons until the character select screen appears, then press **□** to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

Another Day mode
Press **□** on the character select screen and then release it. Then hold **□** again and press **△**. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered.

To unlock the Crazy Bike mode in Another Day, go to the character select screen and press **□** + **△**, **□** + **△**, **□** + **△**, **□** + **△**.

Alternate Display
Start a game in Arcade or Original mode, making sure you have a second controller plugged in. Now, while playing, hold **□** + **△** and press **□** on controller two to switch to a first-person view, or press **△** to flick to a rather mad pass-by camera angle.



Crazy Jump

This is the entry point into Crazy Box and aims to get you off to a flying start in more ways than one. It's relatively straightforward but requires you to master the Crazy Dash to pass the 150m clear point. But why settle for a pass? Squeeze three Crazy Dashes in and you'll soon be flying past the 300 metre mark on every attempt. A blistering start is essential. Let the speed build then Crazy Dash at around the midway point down the ramp and once again as you speed to the edge of the jump. See if you can manage to pull off a 400 metre jump.
Challenge Rating: 2/10

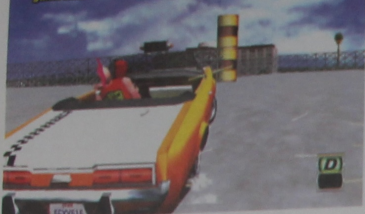


Crazy Balloons

This is fairly tricky as the groups of balloons often disperse when you hit them. Just use plenty of Crazy Drifts to change direction rapidly and line yourself up with those ahead of you. It's not that difficult to burst them all but getting a record time (around 30 seconds, we reckon) is bloody difficult as the single balloons on the outskirts of the arena take valuable time to reach. Plot a route for maximum efficiency, beginning with the two single balloons directly ahead of you at the start.
Challenge Rating: 5/10



2-2 10" game time



This one is a real stinker but never fear. It can be done. Time is incredibly tight here, so wasting time picking up or dropping off punters is out of the question. The way to make sure you do this is to simultaneously Crazy Drift and brake as you approach the drop off points. It's not the easiest manoeuvre but once you've got it down you'll always come to a rest facing the remaining customers. It goes without saying you'll need to Crazy Dash as soon as the punter hops aboard.

Challenge Rating: 8/10



This is one hardboiled challenge. As with Crazy Rush, you'll have to brake and Crazy Drift using poles as stopping aids. Do this and you'll come to a [temporary] halt alongside them and facing the remaining customers. This time, one Crazy Dash per leg won't be enough – not if you want to get an outstanding time. Even though it does make stopping dead all the more dicey, try to fit a couple of Dashes in between each drop off point.

Challenge Rating: 8/10



ready for some pre-crash driving? Three passengers, one hell of a lot of traffic and no time to waste make this a blast. Again, time is short so you can't afford a single pang. Here's what you have to do. Get moving with a Crazy Dash and head straight on to drop off your first and pick up your second passenger. The next section isn't such a breeze and will require some very sharp reflexes as you pick your way through the traffic. Even so, you'll need to throw a couple of Crazy Dashies in there to make your way through. Once on the highway, you'll find the straight route through the traffic. It's tight but you can hammer along quite happily. You will however, need to swerve across several lanes of traffic to reach the third passenger. Thankfully, the final leg of the challenge is pretty straight forward.

Challenge Rating: 6/10



They may look comical but just how dangerous are these crazy additions to the San Francisco taxi ranks?



A small photograph of a man, B.D. Joe, standing next to a white classic car. The text "B.D. Joe" is printed in large, bold letters above the image.

GUS
Gus has the heaviest car so he doesn't accelerate too well without Crazy Dashing like mad. What Gus really triumphs in is hardcore handling. Hard tyres mean that his cab grips superbly no matter how recklessly you're driving. His brakes aren't too hot though, so use the Crazy Stop to bring it to a halt.

Car: Plymouth Fuego

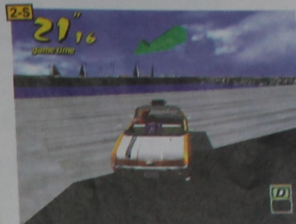
PlayStation 2 SPECIAL EDITION. www.playstation.com

Is there no end to Crazy Taxi's generous gameplay? Complete a row of three Crazy Box challenges and you'll unlock some tougher bonus games for your trouble. Read on to find out what they are and how to get the better of them.



And you thought Tekken Bowl was fun? Try this on for size. You're driving around an arena dotted with pins and have a limited amount of time to knock them all down. As you'd expect, you can't afford to miss a single pin if you want to beat the challenge. The key to this one is to approach each triangle of pins from the side and pull off a delicious Crazy Drift at the last instant. This way you broadcast the whole lot and position yourself perfectly for the next set. Watch out for the sidings if you overshoot, as you can get trapped in them and waste time you simply don't have.

Challenge Rating: 8/10



Crazy Drift is everything on this challenge. If you've mastered the Crazy Drift (and if you haven't you're unlikely to be here in the first place) you should be fine. Relatively speaking. Each corner is a right angle, so it's likely to remember that stopping a Crazy Drift allows you to drive on in the direction in which you terminated the Drift. With this in mind the best way to tackle the challenge is to Crazy Drift over the gap at the intersection of each bend, leaping slightly over the space below. This way you'll shoot straight ahead on to the next strip of road. Bear in mind that the road is very narrow (about twice the width of your taxi) making it very hard to get negligible.

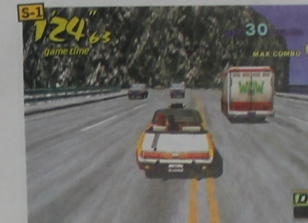
Challenge Rating: 2/10

Challenge Rating: 9/10



If the first Crazy Digger got you fuming you might as well sit down before you read about this one. The task here is similar to the first, only this time you have to ferry seven passengers to drop-off points on the narrow ocean-bound freeway. However, the green slot zone where you must drop each passenger off overlaps the rolling ocean, giving you a space in which to stop the size of a giant's wallet. The only way to pull this off is to Crazy Drift and brake into each zone, with your flank parallel with the road edge, so that you're facing directly ahead along the next strip of road. The 29 second time limit is harsh to say the least but, as ever, practice makes perfect. Pull this off and you will truly be a Crazy Taxi god.

Challenge Rating: 10/10



After that last one this is a picnic. A Crazy Through is a near-miss with another vehicle so, all you have to do is speed close to or between the heavy traffic on the road. Drive safely and the 30 combo pass mark is easily achievable. However, crash with another car and the slate is wiped clean forcing you to start from scratch. The best way through is to maintain a fairly direct course with rather than against the flow of traffic. Playing chicken with oncoming traffic just isn't worth it. At least here.

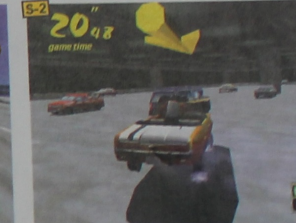
Challenge Rating: 6/10



The seventh Crazy Taxi bonus mission is only opened up once you've completed all six main bonus missions. The object of this mini-game is to make a complete circuit (anti-clockwise) of the Arcade city within a four-minute time limit. The traffic is very busy and you'll have to pull off a virtually faultless lap. Crazy Dashing all the way to have any chance of success. Beat this and it's time to collect your hard won reward. A push bike which can be accessed from the cable selection screen. Well done you. Just watch out for any taxis while you're out and about on your bike. Apparently they're a bunch of maniacs.

Challenge Rating: 11/10

Challenge Rating: 11/10



Crazy parking The object here is to make your way through a busy and cluttered multi-story car park. With only 25 seconds on the clock barging your indestructible way through obstacles isn't going to get you very far. The trick here is to pull a Crazy Drift off each ramp to the next level (otherwise known as a Crazy Jump). With a bit of luck, you'll miss some of the traffic and parked cars, and land in a good position to cut diagonally across each floor. With agility and a spit or two of luck you should be able to speed your punter to his destination with maybe a second or two to spare.

Challenge Rating: 8/10



Crazy Rags
This is the evil brother of the already infuriating Crazy Zigzag 2. There are seven customers and each one is found in an increasingly frustrating location. The seemingly generous 140-second time limit isn't, but with this information you'll be on your way to cracking the challenge. The customers can be found in the following locations:

1. To the left of where you start.
2. To the right of where you start.
3. Almost directly behind where you start, in the middle of the cluster of cars.
4. One space on the two raised areas (between the spiral ramp).
5. The end of where you start, on the raised area over the ramp.

The final stop to the drop-off point is full of twists and as narrow as you like, so be careful and remember: more haste, less speed.

Challenges Rating: 10/10

Challenge Rating: 10/10



SPY HUNTER

A fantastically playable update on the classic coin-op original, *Spy Hunter* is just the tonic to unleash a bit of that pent-up road rage without ending up in the dock. We blow apart each mission, giving you a detailed dossier on how to complete every objective, how to find every short-cut and how to unlock every cheat.

YOUR ARSENAL

Here are all the weapons you can expect to play with in the game. Extra weapons and upgrades are released by completing missions and you can only use the most powerful weapons in the later levels, which is somewhat frustrating for us carnage carnivores!



MACHINE GUNS

Type: Forward
Ammo: 2000 then 4000
These are your standard forward firing weapons that are effective for taking out some of the smaller targets while conserving your missiles supplies.



EMP

Type: Forward
Ammo: 20
Useful only to complete objectives when you must disable enemy armaments, this is ineffective as a form of attack.



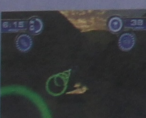
OIL SLICK

Type: Rear
Ammo: 20
Pretty much useless (as are all the rear-based weapons), this is only vaguely practical when being tailgated by an enemy.



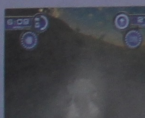
GUIDED MISSILES

Type: Forward
Ammo: 25, 40 up to 160
Easily the best weapon in the game, these missiles can also be locked-on to take out anything that moves, leaving you free to concentrate on the road.



RAIL GUN

Type: Forward
Ammo: 20
This is more powerful than the basic missiles and can also be locked onto enemies. Sadly, you only get to use it in the last two missions in the game.



SMOKE SCREEN

Type: Rear
Ammo: 20
Only marginally better than the oil slick, this weapon can be used to great effect on water, though, to confuse the hell out of tailing vessels.



FLAMER

Type: Rear
Ammo: 20
This is the best rear-based weapon as it can fry anything behind you. However, the range is disappointingly short.



Publisher: Midway Developer: Paradigm Entertainment Price: £39.99 Players: 1-2

Capturing the spirit of the retro-stastic original game, *Spy Hunter* makes the most of PS2's power to deliver some cracking arcade action. It's a super-fast racer and you get to blow things up as well. Can't be bad.

Graphics: Sharp, smooth, fast and nicely varied playing environments 08
Sound: That classic 'Pier Gun' theme tune and some corking whizzbangs that classic 'Pier Gun' theme tune and some corking whizzbangs 08
Gameplay: Racing and shooting action. Simple to pick up, hard to perfect 07
Life span: Not huge, but extremely challenging and quality throughout 07

PlayStation 2 NERDICT

ANGEL INTERCEPTOR

The vehicle you drive in *Spy Hunter* is the G-6155 Interceptor, which is an upgraded version of the car used in the original game back in 1983. It can house an array of both front and rear-firing weaponry, which you will come to rely on in the game. The sexiest feature of this formidable vehicle is its ability to seamlessly transform into a powerboat when in water and shed any excess weight to become a faster, streamlined motorbike when energy is low. We have to admit, it makes Bond's best look like a Noddy car.



MISSION 1: TEST TRACK LICENCE

Time limit: 8:00 Cheat time: 3:40 Upgrade: Unguided Missiles

OBJECTIVES

- Primary:**
1. Shoot all the targets
- Secondary:**
2. Navigate all slalom gates
 3. Avoid barrel obstacles
 4. Activate all Satcoms
 5. Place GPS trackers on boat targets
 6. Clear 50m on turbo jump
 7. Minimise civilian casualties



Your first aim is to avoid colliding with, or shooting, any of the barrels. You can weave in-between them at a fairly high speed, making sure you are turning in the direction of the next gap as you pass through the present gate. The next phase is the slalom gates. When you enter this zone you'll instantly be bombarded by fake explosions used to simulate hostile conditions. Try and ignore these and concentrate on going through the gates. The next gate is always marked green, so if it is marked red then you've obviously missed one. There is a row of barrels midway through this phase, so be sure to mount the embankment to get past them. You won't have completed this objective by the end of the phase, but don't worry, there are more gates to come before you're ready to leave this mission.

The next part of the mission involves targets. As this is your primary objective, you must ensure that you hit only the highlighted ones and no civilian targets. To save time and avoid the risk of taking out the wrong targets, we recommend driving into them rather than shooting. The next stage of targets is slightly trickier and you will need to employ guns to take them out, while taking care not to run into any of the moving civilian targets. There you'll transform into the boat, so continue through the remaining water-based gates, making sure you hit the one that is concealed behind the right-hand breakwater. You will complete the slalom objective at the end of this phase. The next objective is the Satcoms, four of which are situated at the lip of four forthcoming ramps. They are easy to hit, but you must watch out for civilian boats.

Your next goal is to place the GPS trackers on the three targeted boats. This is easy provided you don't hit any obstacles or civilian boats. You'll have to be quick otherwise the targeted boats will get away so drive up behind them and press the **Q** button to deploy a tracking device. The next objective is the turbo jump, so double tap the **Q** button when you're on the approaching straight and you'll clear the distance with ease.

For the final furlong, the Interceptor will change into a motorbike, so prepare for a change in the handling. Avoid the barrels and head into the Weapons Van. When you emerge, it's just a straightforward dash to the finish line.

MISSION 2: DRAGON STRIKE

Time limit: 7:00 Cheat time: 3:35 Upgrade: Machine Gun Ammo X2



OBJECTIVES

- Primary:**
1. Destroy Dragonfly helicopter
- Secondary:**
2. Destroy transport trucks
 3. Activate all Satcoms
 4. Minimise civilian casualties

First of all, destroy the garage door and head out into the loading area. Just inside the warehouse where you'll spy some fork-lift trucks turn right and smash through the window. After weaving past some trucks you'll turn a corner and see the

Dragonfly on a helipad straight ahead. Conserve your ammo and ram it at full speed. Primary objective complete, onwards and upwards.

Your next goal is to destroy the transport trucks, and one will come into view as you make your escape from the factory. After destroying the second truck, look for a fork in the road and a turning off to the left. Proceed as normal, taking out enemy spy vehicles and avoiding any civilian transport, then take the second left fork that'll lead you through an old castle. As you jump back down onto the main road, you'll hit one of the Satcoms.

Now you take to the motorway and, just before the enemy transporter, there will be a ramp on the hard shoulder that'll launch you to the second Satcom. Once off the motorway, destroy the next transporter and then look out for a fork off to the right just before you hit the town. This back lane will take you to a ramp leading to the third Satcom. Finally, destroy the last transporter and then look out for a Satcom on the right.

Once you hit this, go straight down the steps into the subway and then get ready to shoot some panels on the right as you go round a bend. This will take you on a shortcut back out of the subway and straight to the rendezvous point.

MISSION 4: SWAMP VENOM

Time limit: 7:00 Cheat time: 3:15 Upgrade: Smoke Screen

- OBJECTIVES**
- Primary:**
1. Destroy combine control towers
- Secondary:**
2. Activate all Satcoms
 3. Place trackers on transport trucks
 4. Minimise civilian casualties



Turbo boost your way off the mark and then shoot the gate to get onto the main road. When you come to an opening, veer left and then jump into the water. By turbo boosting out of the water (using the ramp) you'll hit the first Satcom. Proceed along the jungle path until you come to another clearing with some trucks on the right. Shoot the middle one and then hit the ramp straight behind it - this will land you in another waterway leading up to the second Satcom. After the Weapons Van, go straight ahead into the water and then take the left-hand route up ahead. Activate your missiles and keep pressing L3 to target the combine control towers. Ignore all other targets and concentrate on getting those control towers. The first four are easy, but the last three are grouped together, so you'll have to slow down to lock-on to all three of them.

When you enter the mine-infested water, stay to the right and hit the ramp that'll launch you onto the deck of the cargo ship. From here, drive straight off the front to get the third Satcom. Shortly after is another ramp leading up to another boat which houses the fourth Satcom.

After you get the last Satcom, look out for a wrecked ship on the left river bank. Head inside it and then hit your turbo boost - the momentum will propel you out of the other side and over the EM mine trip wire. Now head towards dry land and concentrate on tagging the three cargo trucks. The first is on the left bank, so after you get that, look out for a ramp which'll launch you across to the right bank. Tag the second truck and then look out for another ramp to take you back to the left bank. There's just one more truck to tag and you're done.



SPY HUNTER

MISSION 3: ROUTE CANAL

Time limit: 6:00 Cheat time: 2:40 Upgrade: Guided Missile

OBJECTIVES

- Primary:**
1. Destroy satellite trucks
- Secondary:**
2. Place trackers on cargo ships
 3. Activate all Satcoms
 4. Minimise civilian casualties



Head straight ahead and take out the blockade of gondolas. Be sure to hit the ramp on the right that takes you back onto dry land, as the first satellite truck is situated up there. When it's destroyed, drop back into the water and then fire off the tracker onto the cargo ship that appears like one marked yellow.

Proceed down river and then hit the next dry land ramp on the right. From here, you can hit the second satellite truck before utilising your speed boost to pick up the first Satcom. Drop back down into the water and then hit the third dry land ramp on the right. As soon as you take out the two motorbikes and make a small jump, veer right and you'll go down a passage leading out to the square where the third satellite truck is located. You should be able to hit it head on without slowing down and then drive back into the water.

The next cargo ship is straight ahead so tag that and then prepare to boost. There is a ramp that'll launch you up to the second Satcom, but you'll need to boost in plenty of time to hit it. Then take the passageway through the centre of the bridge. Now head straight ahead back to dry land and prepare to boost again to get the third Satcom. As you drive through town, the road will give way and you'll fall into an underground base, which is where the last two satellite trucks are situated. The first one is on the right and the second is on the left. Destroy both and exit the base via the back door. Now, as you near the end of dry land, you'll see a ramp on the right which will launch you up to the fourth Satcom. The rest, as they say, is plain sailing.

MISSION 5: DOUBLE VISION

Time limit: 7:00 Cheat time: 3:25 Upgrade: 15mm Guns

OBJECTIVES

- Primary:**
1. Destroy stolen G-6155 Interceptor
- Secondary:**
2. Activate all Satcoms
 3. Destroy all communication towers
 4. Minimise civilian casualties



As you emerge from the chateau grounds, the stolen Interceptor will be straight ahead so unload as much machine gun fire into it as possible before it loses you in a smoke screen. As the Interceptor speeds off, concentrate on destroying the communication towers. When you destroy the second tower, look out for a fork leading off to the left behind some vegetation. This road leads to a third tower and the first Satcom.

When you reach the town, destroy the fourth tower and then head straight into the barn doors to the left of the road. You'll now head down to the water via a series of ramps, picking up the second Satcom as you go. When in the water, you'll see the stolen Interceptor up ahead, so engage your missiles and fire at will. After five or so hits, it will be tottered. Primary objective complete!

The third Satcom is located up ahead, but you'll need to drive onto a narrow beach on the right to get to it. Finally, the fourth Satcom is to the left - simply turbo boost off the ramp and you'll easily hit it.



COMPLETE GUIDE

MISSION 6: COLUMBIAN EXTRACT

Time limit: 7:00 Cheat time: 3:45 Upgrade: EMP Cannon



OBJECTIVES

Primary:

1. Escort IES cargo truck to safety

Secondary:

2. Destroy all prototype vehicles
3. Activate all Satcoms
4. Minimise civilian casualties

There's no need to stick close to the IES cargo truck, simply surge on ahead and destroy all of the enemy vehicles and towers with your guided missiles. Once you get ahead of the enemy trucks they tend not to inflict any damage on the IES truck, so concentrate on destroying the towers first and foremost.

Just after the pick-up point (which is a hovering chopper with a lowered winch), there will be a ramp down straight ahead to the side of the river bank. Hit this with your turbos and jump onto the large ship – the first Satcom is situated at the front as you jump off. Once in the water, use your missile targeting device to

locate the first two prototypes. They are housed in the back boats, so you will first need to blow a hole in the back before entering and taking out the prototypes. After the second has been destroyed and you jump off the ship, veer left and head onto the bank – the second Satcom is to be found here. Get back into the water and locate the third prototype before heading back onto dry land. As you drive past the lock, you should notice a boat moored there with 'Nostra' written on the back. Look down and you'll see a rather obvious grey panel – blast it and head inside to tag the third Satcom.

Before too long, you'll see the location of the final prototype. This one is considerably more feisty than the others and will flee amidst a smoke screen when you hit it once. Follow it into the water and unleash a further four missiles to sink it. When you're done, take the left-hand ramp out of the water and enter the tunnel. After a short distance you'll see an opening on the right, jump down here and you'll land in an empty lock. Accelerate out of there and as you emerge you'll tag the last Satcom. Now simply make haste to the rendezvous point to complete the mission.



MISSION 7: IES TESTING FACILITY

Time limit: 7:00 Cheat time: 3:10 Upgrade: Missile Ammo X2



OBJECTIVES

Primary:

1. Shoot all targets

Secondary:

2. Navigate all slalom gates
3. Avoid barrel obstacles
4. Disable all EMP targets
5. Navigate through lasers
6. Clear 75m on turbo jump
7. No civilian casualties

Like the first testing track, the first thing you'll come up against is several rows of barrels which you'll need to weave in-between. Next is the slalom gates and this is considerably trickier than before because you'll need to use your turbo boost to hit some of the ramps and clear the barrel obstacles beyond them. Go through the first two gates and use the ramp after the third to clear the barrels at normal speed. Hit the next gates and when you come to the next ramp, use about half of your turbo boost and you'll clear the barrels. Slow down slightly and avoid the next set of barrels before gearing up for the final jump. Use whatever turbo power you have left and you should make the distance without hitting the barrels. Two more gates and you're out of there.

Once into the next phase, bring up your scanner by pressing the button and you should see which targets you need to hit. Like before, simply drive into them to save time. The next target area can be easily cleared using your guided missiles, but you'll need to use extreme caution not to hit any civilian targets.

When you transform into the boat, hit the first few gates as normal and watch out for the final target in the water. You will need to lock-on and destroy this as early as possible because it soon disappears. Keep hitting those slalom gates, avoid the moving barriers and be sure to hit the gate that is concealed behind the left-hand breakwater about halfway through the course. When all of the gates have been cleared, switch to your EMP and get ready for the next phase.

The first EMP target is straight ahead but you'll need to fire off your charge before you drop down the waterfall. Now veer left and use the ramp to hit the next target, taking care not to hit any civilians as you land. One more EMP target awaits and this can be hit by using the ramp just before. Wait until you're on the flat raised platform before firing to ensure that you don't miss. When the third target has been hit, switch on your scanner and weave through the laser trip wires, using ramps to jump them where necessary.

The next challenge is the turbo jump. Use your full turbo boost and you shouldn't have any problems clearing 75 metres. Now only a few more barrel obstacles stand between you and the finishing line.



MISSION 8: ESCORT SERVICE

Time limit: 7:00 Cheat time: 3:05 Upgrade: Flamer

OBJECTIVES

Primary:

1. Escort IES agents to safety

Secondary:

2. Destroy power module in base
3. Disable all bombs with EMP
4. No civilian casualties

Boost your way through the sewer tunnels using your machine guns to destroy any falling mines that happen to stray into your path. When you eventually get out and onto the open river, drive ahead of the agent's boat and take out those towers and enemy vessels using your guided missiles. Now blast upstream and look out for a turning on the right after you've passed several bridges. This secret route has a capsized boat down it which you can use as an effect ramp to boost up and launch you over the hidden tripwires protecting the enemy base – this bit will be almost impossible if you don't hit this ramp. Shoot the control panel next to the base entrance and then make extreme haste through the core, targeting and destroying the power module as you go.

On your journey back to dry land, destroy anything that moves with your guided missiles – as you won't be needing them after this. Once onto the highway, veer left after the toll booth and into the channel tunnel. The first bomb will be straight ahead, so switch to your EMP and strike it from distance. As you continue along there should be a train on your right. When you pass it, veer right and the second bomb should become apparent. When that is diffused, turn sharply back into the left tunnel and prepare to mount a platform on the left that'll lead you to the third bomb. When you emerge from that tunnel, head up the next one on the right. There is a ramp a short way along that you'll need to mount before steering right onto the roof of the train and right again onto a raised platform – the fourth bomb is up here. When the fourth bomb has been diffused, head down the next tunnel on the left and prepare to take out the final bomb, which is just in front of the rendezvous point.



MISSION 9: GERMAN BLITZ

Time limit: 7:00 Cheat time: 3:45 Upgrade: 25mm Guns



OBJECTIVES

Primary:

1. Escape Nostra warehouse

Secondary:

2. Scan and destroy all transport trucks
3. Destroy all communications towers
4. Disable all bombs with EMP
5. No civilian casualties

You'll start off in a rather sluggish civilian car, so immediately turn left into the warehouse and navigate your way around the storage containers. The wooden boxes can be driven through to save time and you will need to pay close attention to your speed when taking corners, as you will often have to turn sharply around a blind bend, only to plough straight into a metal container and waste time if you're travelling too fast. There are several different routes through this area, but time is very tight so use this simple guide: swar right, swar left, swar right, swar left, hit the ramp and veer off to the right and through the crates at the end of the stack, swar left, sharp right, through the centre of the containers, swar right, swar left, take a very sharp, slow right through the door, swar left, swar right, hit the ramp and veer right, swar left, swar right, then head straight down through the door at the end.

Drive into the Weapons Van to get your interceptor back and then select guided missiles as your weapon. Take the next fork on the right and take out the first comm tower – the other comm towers are out in the open so keep using L3 to target them as soon as they come into view.

As you hit the town, take the right fork down into the subway and then blast the panels on the right as you go round the bend to reveal a hidden passageway to the first bomb. After some more comm towers, the first scannable truck will come into view. The ones you need to destroy always appear in the same order, so activate your scanner. Use the button and take out the ones with bright yellow cars. Continue down the motorway and then look out for a right fork. When you come to the service station, veer left and diffuse the second bomb using your EMP. Now continue down the road, taking out the last comm tower and destroying the last transport truck until you reach the castle ruins. As soon as you enter, take a sharp left and proceed up the ramp – the last bomb is to be found up here. With that safely diffused, charge on to the rendezvous point.

MISSION 11: FRENCH KISS

Time limit: 6:00 Cheat time: 3:10 Upgrade: Guided EMP

OBJECTIVES

Primary:

1. Disable bomb at race with EMP

Secondary:

2. Avoid lasers and penetrate secret base
3. Destroy all chemical containers
4. Destroy all communication towers
5. Destroy all transport trucks
6. No civilian casualties

As soon as you start, enable your missiles and then smash through the barn door.

There will be a comm tower to destroy straight ahead. As you go down the hill, head straight towards the double barn doors and then make your way down to the water via a series of ramps. The next comm tower is on the right when you land, shortly followed by the third. Now activate your scanner and watch out for those trip wires. Navigate your way through them until you see the entrance for the secret base on the left. Once inside, destroy the highlighted computer terminal and weave your way out the back exit.

Once you're back out into the open, keep unleashing missiles at the choppers, enemy boats and, more importantly, the chemical containers.

Now head back to dry land and replenish your supplies in the Weapons Van. Now switch to machine guns and head into the tunnel – the first transport truck should come into view shortly, so wait until you've got a clear aim and take it out – using a machine gun should reduce the risk of accidentally taking out any civilians. Stay on the hard shoulder on the left and, when you emerge from the tunnel, shoot the next two trucks before veering right as the road explodes. You will now gatecrash a major racing event – much to the commentators' astonishment. Dodge the F1 cars and navigate your way around the track until you see a collection of barrels on the left. Smash through and use your EMP to disable the bomb. Now put your foot down and shoot the control panel to raise the bridge before taking out the last few trucks on your way to the finish.



SPY HUNTER

MISSION 10: TERRORIST LOCK DOWN

Time limit: 6:00 Cheat time: 3:15 Upgrade: Swarm Missiles

OBJECTIVES

Primary:

1. Destroy all mobile missiles

Secondary:

2. Destroy all communication towers
3. Destroy all stolen harriers
4. No civilian casualties



Select your guided missiles and proceed downstream. Take out the various enemy vessels and the comm tower on the left. When you near the docks, take the left-hand ramp and then take out the second comm tower before entering the tunnel. Proceed straight through and you'll come to the first mobile missile launcher – target and shoot well in advance, as the launch timer soon counts down and you risk losing it and falling the objective. Once out of the tunnel, use your flamer to take out any enemy vehicles behind you and continue through the docks. Veer right when you come to a blockade of containers and head out through the gates.

Once into the jungle, look out for a fork on the left and head straight up to take out the second mobile missile launcher. As you exit this area, via a wooden bridge, it will collapse and you'll land on another jungle path. Take out a further two comm towers and follow the road straight ahead. After breaking through two gates, you'll drop down into a tunnel before hitting the water. Once in the drink, take out the next comm tower on the left and then look out for a crane suspending a crate in the dock straight ahead, as soon as this crane comes into view, target it and unleash a missile. This will cause the crate to be dropped into the water, which will then form a ramp. Turbo boost up this ramp and then take out the last mobile missile launcher.

Past this missile launcher is a row of stolen harriers, so take them all out in quick succession with either missiles or machine guns. Finally, take out the last comm tower on the left before hitting the rendezvous point.



MISSION 12: LOCKED KEYS

Time limit: 6:00 Cheat time: 3:30 Upgrade: Rail Gun

OBJECTIVES

Primary:

1. Disable generators in base with EMP

Secondary:

2. Scan and destroy loaded trucks
3. Destroy all Nostra transmitters
4. No civilian casualties

Switch to missiles and then blast the first transmitter as you take the first ramp out of the water. Stay on this bank for the duration, targeting and destroying all of the enemy vehicles and two further transmitters. When you're on the open road, veer right just after the truck and take the wrecked bridge. Weave past the gaps – taking care not to fall into the mine-infested water – and then target and destroy the next transmitter. After this bridge, stay on the right and take the next wrecked bridge. This is hard to get past as it's broken into sections, each with several chunks taken out.

Target and destroy the next transmitter as you navigate the treacherous terrain, then, when you come to a rather obvious ramp-like bit of bridge, target the loaded truck on the adjacent highway and unleash your missiles as you fly through the air (if you aren't going for the cheat time, you can wait until you reach the other side of the bridge before turning around and destroying this truck as it drives towards you).

After the bridge, take the immediate left fork and destroy the last transmitter before joining the highway again and coming to the Weapons Van in the central reservation. After the Weapons Van, take the right bridge again and hit the stealth gate at the end. You will now be temporarily invisible, so you must get to, and infiltrate, the enemy base before your stealth timer expires. Take out the two loaded trucks on this stretch of road and then veer off left into the base.

Once you're finally inside the base, quickly fire EMP charges at the three generators before making your escape via the other entrance. Back onto the open road there is one final loaded truck to destroy, which is to be found right near the rendezvous point.



→ COMPLETE GUIDE

MISSION 13: VENETIAN BLIND

Time limit: 5:00 Cheat time: 2:15 Upgrade: Turbo Recharge X2



OBJECTIVES

Primary:

1. Locate and disable hidden rocket

Secondary:

2. Destroy all scout subs
3. Disable nuclear sub with EMP
4. No civilian casualties

Enable your missiles and charge through the streets. As you approach the water, there will be a ramp on the right – hit this and activate the stealth gate at the top. As you land in the water, target the distant stealth sub and destroy it before your stealth charge runs out. Now look out for the ramp on the left which takes you back up onto the bank and hit the next stealth gate. Veer left as you hit the gate because you need to stay on the bank at all costs. As you hit the bridge, unleash your missiles at the stealth sub nearby and head down the secret road to the next stealth gate. When you emerge on the large road, target the stealth sub in the water to your right and unleash your missiles just as you hit the bridge – the missiles will now clear the wall and hit the sub.

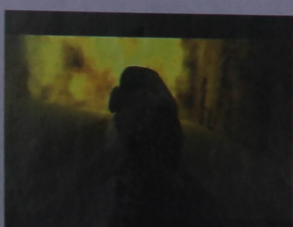
Now take out the Nostra control van straight ahead and the countdown to the missile launch will begin. Turn left into the town square and lock your EMP onto the rather large missile in the centre. One this is effectively diffused, head into the doors of the cathedral on the right and proceed up the stairs and out the stained glass window at the top to trigger the next stealth gate.

After the Weapons Boat, hit the next stealth gate and take out the next stealth sub. Stay left and hit a further stealth gate before veering to the right and taking the ramp back up to dry land. Just beyond the bridge will be the next stealth sub, so target and destroy well in advance. Just after the bridge will be a ramp leading up to the right, take it and then you'll be launched over to another ramp out in the water. Hit this and then blast through the doorway to the nuclear sub hanger. Use your EMP on the nuclear sub and proceed out the right side of the building.

Now, finally, you're onto the final straight of this difficult level. Stay to the right and hit the ramp to the last stealth gate, target and destroy the last stealth sub, then stay right and keep on the dry land. At the end of this bank will be a ramp, so use your turbo charge and aim straight ahead as you'll land in a short-cut through some houses that'll take you straight to the finish and help you towards a cheat-loosening time.



GAME OVER, MAN!



With your final objective complete, you make your escape from the fortress in typical Bond fashion. Roll those credits...

MISSION 14: EYE OF THE STORM

Time limit: 9:00 Cheat time: 5:10 Upgrade: None



OBJECTIVES

Primary:

1. Disable the 'Four Horsemen' with EMP

Secondary:

2. Destroy all Scud missiles
3. Disable electronics in outpost with EMP
4. No civilian casualties

The final mission is by no means that hardest, but it's very big and obtaining that cheat time takes great expertise. When you start, follow the road until you come to an EMP tower. You don't need to destroy these, but they will temporarily disable your weapons and turbos if they hit you. At this tower, take a hard right and veer around into a destructible brick wall. Now follow this hill upwards and enable the stealth gate at the top as you jump the ravine. Now head straight into the enemy outpost and use your EMP on the large screen above the exit.

When you're back on the dusty roads, wait until the road dips and then veers right, as you can use your turbo boost here to jump another ravine and take a short-cut past the EMP towers – although don't worry if you don't make it as this route is really only necessary for the cheat time. As you continue, the road will give way and you'll land in water. Sail off the three waterfalls, destroying the enemy boats as you go, and then veer right just before the second EMP tower for another short-cut that'll take you straight to the Weapons Van.

After the Weapons Van you'll enter a town, so refrain from firing any weapons as there are civilians around. A short way into the town, you'll see an enemy vehicle join the road from the right – if you slow down and go into the area it came from, you'll see another large destructible wall. Drive through it and then proceed straight. After smashing through several buildings you'll arrive in the secret Scud base.

Avoid the EMP towers and then target and destroy the first Scud as you make the second turn. Now veer to the right of the rock and destroy the next Scud before hitting the ramp straight ahead. This will propel you up to a raised platform where the third Scud is situated, so obliterate that before it launches. Now drive through the small tunnel through the rock face and slow to a crawl. The fourth and final Scud is to be found in the opposite rock face and, as there is no way up there, you'll have to target and destroy it from where you are.

With all of the missiles out of the way, get the hell out of the base, shooting the electrical gate panel to emerge unscathed. Now drive on to the circular area comprising four levels. Each of the top three levels has two control panels on which powers a laser beam guarding the entrance to the fortress. If you want to conserve your health then you'll need to take all six out before entering.

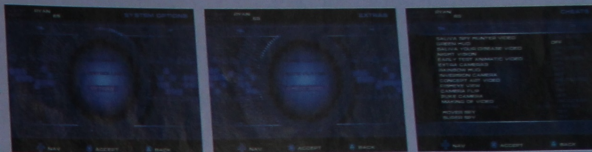
Race through the tunnel and back out into the canyon – there is a tank roadblock before too long, so be prepared. After the tanks, veer hard right after the next bend and into a small cave – if you go straight on you will fall into a trap and most certainly die. Shoot the control panel next to the entrance and then use all your skills to evade the following laser traps and snipers.

The final phase is a killer if you're going for the cheat time. You're now in the 'Four Horsemen' silo and it consists of one large road going straight around the circumference of the missiles and several forks going upwards and downwards. Keep a mental note of your entry point because you'll need to come back here once the shields are destroyed to get to the missiles and the exit – we suggest leaving the enemy jeep nearby standing as a vantage point as it can get mighty confusing in there.

There are eight control terminals that need to be blasted, each one reveals a pylon above which also needs to be destroyed. Four of these pylons/pylons are accessible from the main road and a further four on the high and low forks (at opposite ends to each other). You'll need to take the lot out quickly as time is short. With all eight destroyed, head back to the starting point and lock your EMP onto the 'Four Horsemen'. With these diffused, turbo your way out of the silo to complete the mission.

SPY SECRETS

Sadly, there are no jaypad cheats to make completing *Spy Hunter* any easier – you have to do things the hard way. However, by completing each mission within a certain time, you'll unlock a secret in the Extras menu – which is to be found in System Options. If you've unlocked a new cheat, you will be informed on the debriefing screen and the cheat will be accessible in the Extras menu from the System Options screen. The kind of stuff on offer includes hidden videos featuring US nu-metal band, Saliva, and various extra camera angles and HUD options. We advise attempting the cheat times until you have completed all the levels and objectives as doing this will unlock two extra cheats to make life much easier. Check out this full cheat grid to see what we mean.



To activate your cheats, go to the System Options screen then select Extras. From here, cheats can be toggled on the Cheat Grid.

THE SPY WHO BAGGED ME

Here's the complete grid of every cheat available in the game. Most are just cosmetic enhancements and movies, but by completing all of the objectives you get to be invincible!

TEST TRACK LICENCE



TIME: 3:40
CHEAT: Saliva Spy Hunter Video
DESCRIPTION: A tacky vid of the band performing their version of Peter Gunn.

DRAGON STRIKE



TIME: 3:35
CHEAT: Green HUD
DESCRIPTION: Turns all your displays bright green, making them much easier to read.

ROUTE CANAL



TIME: 2:40
CHEAT: Saliva Your Disease Video
DESCRIPTION: A slightly more big budget video featuring the unwashed ogres.

SWAMP VENOM



TIME: 3:15
CHEAT: Night Vision
DESCRIPTION: View the action in night vision, making it much harder.

DOUBLE VISION



TIME: 3:25
CHEAT: Early Test Animatic Video
DESCRIPTION: A bizarre, yet strangely compelling, early concept video of the intro.

COLUMBIAN EXTRACT



TIME: 3:45
CHEAT: Extra Cameras
DESCRIPTION: A few new and original movie-style perspectives.

IES TRAINING FACILITY



TIME: 3:10
CHEAT: Rainbow HUD
DESCRIPTION: Watch as your HUD constantly changes colour as you drive.

ESCORT SERVICE



TIME: 3:05
CHEAT: Inversion Camera
DESCRIPTION: Gives everything a bizarre negative sort of effect.

GERMAN BLITZ



TIME: 3:45
CHEAT: Concept Art Video
DESCRIPTION: A collection of early storyboards for the game.

TERRORIST LOCK DOWN



TIME: 3:15
CHEAT: Fisheye View
DESCRIPTION: Gives a more rounded perspective of the action.

FRENCH KISS



TIME: 3:10
CHEAT: Camera Flip
DESCRIPTION: View the action upside down. Impossible to play but definitely fun.

LOCKED KEYS



TIME: 3:30
CHEAT: Pulse Camera
DESCRIPTION: Hold on to your lunch as the action rotates.

VENETIAN BLIND



TIME: 2:15
CHEAT: 'Making Of...' Video
DESCRIPTION: Listen to the producers and artists waffle on. Blah-de-blah-de-blah...

EYE OF THE STORM



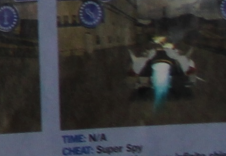
TIME: 5:10
CHEAT: Tiny Spy
DESCRIPTION: Shrinks your interceptor into a tiny little vehicle. Ahh, limit cuts?

COMPLETE THE GAME



TIME: N/A
CHEAT: Hover Spy
DESCRIPTION: Reduces the road resistance and makes you go much faster.

ALL OBJECTIVES



TIME: N/A
CHEAT: Super Spy
DESCRIPTION: Gives you infinite shields and ammo.

PRO EVOLUTION SOCCER

Don't be fooled by the name, this is the killer PS2 sequel to ISS Pro Evolution and contains enough next-gen extras and engine enhancements to ensure you'll find no finer recreation of the beautiful game. Here we present all the tips and tactics needed to scale the leagues and win some silverware.

Publisher: Konami Developer: KCE Tokyo Price: £39.99 Players: 1-8

Realistic, fun and utterly addictive, this is easily the best football game ever made. So good it actually feels like football. Pro Evolution Soccer is up there with GT3 as the best reason to own a PS2.

Graphics Superb visuals and ultra-smooth motion-captured animation
Sound Laughably bad commentary but great effects and crowd samples
Gameplay An incredibly enjoyable, totally realistic football simulation
Life span A game you'll never tire of playing

PlayStation 2 NERDICT

SILKY SKILLS

For the most part, the controls of Pro Evolution Soccer are identical to previous ISS games. However, there is an array of fancy new moves and tricks which aren't immediately apparent and they're all included here...

OFFENSIVE MOVES



SHOOTING - Ⓢ

The longer you press the button down, the greater the force behind the ball. Too much power affects the accuracy however, and the ball is likely to be sliced into the roof. Keeping an eye on the power gauge is important because the amount of power you need depends on your positioning. For example, if you're outside the box then (obviously) more power is needed than if you were inside it. The maximum you should aim for at any time though is about three quarters of the power bar. Perfect this and any striker worth their salt should be able to force a save at the very least.

When receiving a cross in the area, the positioning of your striker will determine what sort of shot they perform. The kind of acrobatics that are possible include headers, diving headers, bicycle kicks, volleys, half-volleys and toe-pokes. It's worth practising your positioning on the training ground because the satisfaction of scoring in a manner that's slightly out of the ordinary is immense. The hardest shot to master is the chipped shot, which you perform by holding down the **Ⓢ** button and then

pressing **Ⓢ**. This is devilishly effective when you're one-on-one with the keeper (and they come charging out) but knowing just how much power to apply to your shot takes skilled judgement and plenty of hard graft on the training pitch.

Advanced Tip:

When you charge up your power bar to take a kick, the striker will no doubt take a second to tee up the shot on their favoured foot. During this time, if you press the **Ⓢ** button the striker will perform a feint move and the shot will be cancelled out. Once mastered, you can turn defenders inside out and score crowd-pleasing (not to mention cheeky) goals.



SHORT PASSING - Ⓟ

The majority of your passing plays will be orchestrated by the **Ⓟ** button. For this you need to determine the direction of your pass using the D-pad and also the power, dependant on how hard you press the button. This button is also used for cushioned, passing headers and back-heels by pressing in the opposite direction as you pass. In Pro Evolution Soccer, there's a lot more onus placed on ground passing (as opposed to lofted balls) as a vital means of breaking open defensive lines and creating shooting possibilities, as it gives you much more control of the game.

Advanced Tip:

Okay, you've got the basics down to a fine art, but what about that ruthless slayer of defenders - the one-two pass? This was an essentially tool for obtaining high scores in the PSone games and it's back with a vengeance in this sequel - although it's much harder to perform. Basically, you must hold down the **Ⓢ** button and then press **Ⓢ** to make the initial pass. Your original ball carrier will now knock the ball to a team mate and continue a forward run, so just before your team mate receives the ball, press the **Ⓢ** button and they will instantly knock a through ball on.



DRIBBLING - Ⓢ, Ⓢ, Ⓢ, Ⓢ

One of the biggest new enhancements with Pro Evolution Soccer is the ability to run with the ball. Where before a solo run was the stuff of dreams, now it's easily achievable thanks to three different types of sprint. On the one hand, you've got the traditional **Ⓢ** sprint, which is for use in wide open spaces when you can charge in a straight line without having to turn and evade tackles. Then there's the new **Ⓢ** sprint, which is still pretty nippy, but you have more control over your runner and can easily drag the ball past wrong-footed defenders. However for this method, you must take your finger off the **Ⓢ** button before attempting shots, otherwise you'll merely change your tactics.

Finally, there's the 'inviting' **Ⓢ** sprint. By holding the **Ⓢ** button and using the D-pad to move, your player slows down to a snail's pace and timidly walks with the ball. This move is seemingly useless, but, if you combine it with other sprint moves, it can become an integral string in your attacking bow. For example, bomb down the wing using the **Ⓢ** sprint, slow down slightly with the **Ⓢ** sprint and make a last second drag to turn a defender and then slow it right down by holding the **Ⓢ** button, inviting defenders to come and rob you, before charging off again with the **Ⓢ** sprint. Try it, it works!

Finally, experienced players can double tap the **Ⓢ** button to perform a 'step over'. Useless in every sense other than it looked good in the PSone ISS games, this has now been tweaked and actually works, provided you know exactly when to time it. When performing a step over, remember to change direction as you do it to zig-zag past those opposing players.

Advanced Tip:

When running with the ball, you don't have to resign yourself to the fact that the defender that has just come into view is going to steal the ball off you. Where before a well-timed tackle was a dead-cert for robbing the ball, now you can press the R3 button (press the right analogue stick inwards until it clicks) to jump. By timing this right, you can ride those tackles with ease.



HIGH PASSING/CROSSING - Ⓢ

By pressing the **Ⓢ** button it's possible to loft the ball to a team mate. However this requires precision power to ensure it gets to your intended receiver, and is only really effective when your team mate is in acres of space. The caveat that this button is used purely for crossing, and there are three different types to master. When a winger is in possession of the ball, you can perform a standard high cross by pressing the **Ⓢ** button once. But by pressing it two or three times in quick succession, you can perform middle height and low crosses, which will keep your opponents' guessing. Combine these crosses with a diving header at the near post and you have the

recipe for a truly memorable goal. Of course, such is the realism of this game that some crosses may even turn into fluke shots and you can watch, mesmerised, as your intended pass sails over the goal and dips under the crossbar. At other times though, the winger may just screw the cross into the crowd - it's this kind of unpredictability in the game that helps to make Pro Evolution Soccer so superbly realistic.

Advanced Tip:

When using the **Ⓢ** button to take corners, you should try aiming the cross slightly ahead or behind the intended team mate and then use the D-pad to apply swerve as you hit the ball. This technique is favoured by all the grunts like Beckham and Zidane, as it makes the goalie anticipate catching the ball, only for it to bend away from him at the last moment leaving him helplessly stranded with the goal begging.



THROUGH BALL - Ⓢ

When you master the through ball, you'll see instantly how your players develop an understanding of each other's abilities, and new goal-scoring possibilities are opened up. Basically, the through ball button will make your ball carrier pass the ball into the space ahead of the recipient - meaning they can run onto it without breaking their stride. However, this move takes a lot of practice because it's only effective when you can actually see some space opening up. Just pressing it in the hope of cleaving open a defensive line seldom works and you risk losing possession of the ball. Also, when using the through ball move, take into account the speed of your recipient, because if the ball is placed well in front of them, they may not reach it before a defender steals it or hoofs it clear.

Advanced Tip:

Once you've mastered the along the ground through ball, by the deadly lofted through ball. To perform this move, hold down the **Ⓢ** button and then press **Ⓢ**. If the recipient has space ahead of them, the ball will sail over the defenders and land at their feet, but be careful as this move is often likely to be closed down, turning possession of the ball over to the opposition.

AT A GLANCE - TRICK MOVES

Once you've mastered the basics, try these little tricks and you'll be skinning defenders like Giggly or Rivaldo with ease!

Move	Command
Feint	Ⓢ + Ⓢ
Step-over	Ⓢ
Chipped shot	Ⓢ + Ⓢ
Chipped through ball	Ⓢ + Ⓢ
Jump	R3
Back-heel	Ⓢ + Ⓢ, Ⓢ
Low one-two pass	Ⓢ + Ⓢ, Ⓢ
High one-two pass	Ⓢ + Ⓢ, Ⓢ
Fake one-two pass	Ⓢ + Ⓢ, Ⓢ

PRO EVOLUTION SOCCER

SECRET TERMS

Pro Evolution Soccer contains loads more hidden teams than fans of the series have come to expect. Included this time round are five all-time classic teams full of legendary players from football history. They are unlocked by winning certain international competitions with certain teams.

Euro Classic

Win the European Cup with either England, Italy or Yugoslavia to unlock this team of Euro all-stars. Best, Charlton, Cantona, Platini, Baresi, Moore, Zoff - you won't know who to leave out.

Classic Netherlands

Lift the European Cup as the Netherlands to get their total footballing predecessors. Van Basten, Cruyff and Gullit in attack. Rijkaard and Koeman in defence. The best team in the game.

Classic Germany

Win the European Cup with Germany and you'll get this top, teutonic team. The epitome of German efficiency. Beckenbauer controls things from the back while Muller and Rummenigge are deadly up front.

Classic Brazil

Win the American Cup playing as Brazil to get this fantastic team. With players like Pele, Zico, Garrincha and Cereza available up front, the attacking skill of this side is frightening.

Classic Argentina

Lift the American Cup as Argentina to unlock the Argie all stars. Who's the little fella with the big afro in attack? Why, it's Diego Armando Maradona and he's by far the best player in the game.

EXTRA STADIUM

If you fancy playing a behind closed doors friendly match on the Clubhouse training pitch, then all you have to do to win the Konami Cup with any team. Once the cup is in your trophy cabinet, the extra stadium will be unlocked. Simply scroll through the various stadia on the Exhibition Match settings screen to select it. Somewhat bizarrely, you can still hear the roar of the crowds while playing in this stadium, even though there are no spectators to be found in the stands.

DEFENDING



FOOT-IN TACKLE - Ⓢ

To avoid the risk of losing players to an early bath, you'd be well advised to stick with this method of tackling (unless in desperate circumstances). When you aren't in possession of the ball, hold down the **Ⓢ** button in conjunction with **Ⓢ** to run and you'll close down the opposing player and, provided you're positioned correctly, stick a foot in to steal the ball.



SLIDING TACKLE - Ⓢ

If an attacker has raced ahead of your defender and is dashing towards the box, the sliding tackle is often an effective move for making a last ditch attempt to prevent a shooting opportunity - just make sure you time it right! Also, this move is effective if you're facing an attacker as it means, as long as you get the direction right, that you'll always take the ball and not the player.



CLEARANCE - Ⓢ

As Alan Hansen often exclaims: "He cannae score from row Z!" Never has a truer phrase been uttered in regards to football and it roughly translates as 'if in doubt, hoof it out!' If the ball falls to your attacker anywhere so or around the box, use the **Ⓢ** button to belt it back upfield. This button also works as a strong clearing header.

Advanced Tip:

If you find yourself overrun or just need a bit of back up when chasing an opposing player with the ball, you can press **Ⓢ** + **Ⓢ** to call out a second defender. This will dramatically increase your chances of winning the ball back and launching an immediate counter attack.

AT A GLANCE - DEFENSIVE MOVES

Keep these moves in mind when you want to stamp out opposing attacks and improve your goalie's chances of keeping a clean sheet...

Move	Command
Second defender	Ⓢ + Ⓢ
Bring out keeper	Ⓢ
Sliding tackle	Ⓢ
Punt	Ⓢ
Foot-in tackle	Ⓢ
Close them down	Ⓢ + Ⓢ

→ COMPLETE GUIDE

FREE KICK MASTERCLASS

Fancy watching a dramatic last-gasp winner like Beck? Or perhaps you want to try landing one in like the Brazilian maestro? If so, then follow these easy steps for perfecting the great art of free kick taking...



SCENARIO #1: CLOSE RANGE

If you're awarded a free kick near to the area, preferably facing the goal, then by this method for landing one in press **↓** on the D-pad when you strike the ball, which will give it enough power and accuracy to hit the target when you're just outside the area, but any further and the keeper will have plenty of time to save as the kick tends to be quite slow.

Step 1: Direct your kicker so that they're aiming the ball towards the opposite side of the goal to where the



SCENARIO #2: MID RANGE

If you're awarded a free kick several yards back from the penalty box, then use this method for scoring. With no additional direction applied to the kick other than any desired aftertouch it should travel fast enough to beat the keeper from this sort of range.

Step 1: Direct your kicker so they are aiming the ball towards the opposite side of the goal to where the keeper is standing, taking into account that any aftertouch you apply will curve it further away from the keeper.

Step 2: Press the **Ⓢ** button to your desired power level (don't press any D-pad direction for now) - you should aim for about two thirds of the power bar - any more than this can affect the quality of the shot.

Step 3: Just after you strike the ball, apply any desired aftertouch by using the D-pad, otherwise watch it rocket into the net.

SCENARIO #3: LONG RANGE

When you win a free kick more than 30 yards out from the goal and fancy a crack at scoring, then by this method. By holding **↑** on the D-pad when you strike the ball, it will be whacked with considerable force and speed, so pity any poor defender that gets in the way!

Step 1: Direct your kicker so that they're aiming the ball towards the opposite side of the goal to where the keeper is standing. From this range you should be able to curl the ball around the wall rather than going over it, but this also depends on the favoured foot of the kicker and whether they can strike the ball with the outside of the foot or not.

Step 2: Press and hold **↑** on the D-pad and then press the **Ⓢ** button to your desired power level. You should aim for about two thirds of the power bar - any more and your accuracy will suffer greatly.

Step 3: Just after you strike the ball, apply the desired aftertouch by using the D-pad, and bend the ball around the wall and back towards the net.

AT A GLANCE - FREE KICK CONTROLS

When taking any free kick, make sure you judge the distance correctly and use one of the attacking method controls here...

Move	Command
Close range	(hold) ↓ + Ⓢ
Medium range	(hold) ↑ + Ⓢ
Long range	D-pad ← or →
Aftertouch	



CLASSIC PLAYERS

Although you can buy a selection of past greats in the Master League 'Acquire Players' option by selecting from any unlocked classic teams, there are still a great many legends who are conspicuous by their absence... until now. By winning the Master League (that's the Division One Championship, not Division Two - you must get promoted first!) you'll unlock a new roster featuring the likes of Matthaus, Ginola, Laudrup, Baggio, Stokrov, Apollis, Vialli, Papin and Klinsmann. There are 33 hidden players in total and they are released in handy batches of 11 each time you manage to win the Master League.

To avoid having to win the Master League three times to unlock the lot, simply save your Master League after the penultimate game and then play the last remaining game to win the trophy and unlock 11 dream players. Then, when the credits have rolled and your options file has updated, load up your old Master League data, play the last game again and automatically unlock the next 11. Doing this a third time will ensure that you unlock every player while only having to play one season (and the last match three times) instead of three.

Division 1 Player Acquisition		ENG Gerrard	
ENGLAND		Position 1	OH
Points 93 Remaining 2		3	54
GK 1	Martyn 22 4	Attack	70
CB 5	Ferdinand 22 4	Defence	40
CB 6	Keown 20 7	Balance	63
SB 3	As. Cole 22 4	Stamina	70
SB 2	P. Neville 24 5	Speed	75
OH 11	Gerrard 27 6	Accel	75
OH 8	Barmby 38 11	Response	72
DM 4	Scholes 26 8	Dribble	70
SM 7	Beckham 53 2	Dribble Sp.	67
CF 10	Owen 54 20	S-Pass Acc.	67
CF 9	Heskey 34 9	S-Pass Sp.	70
		L-Pass Sp.	66
		Shot Power	62
		Accuracy	70
		Jump	70
		Header	61
		Technique	68
		Curving	63
		Height	166
		Foot	16
		Cost	27
		Maint. Pts.	6

THE MASTER LEAGUE

This is where the real action's at in Pro Evolution Soccer - a mammoth league set-up in which you take control of one of 33 different club teams from all across the globe and battle it out in ten minute games across two separate divisions. You start in Division Two and your aim for the first season is to finish within the top four to gain automatic promotion to Division One. However, you start with a team of nobodies who couldn't hit a cow's nose with a banjo, so you must win games, earn monetary points and then scout the globe for fresh talent. As you will discover, managing your team becomes a neat little sub-game in itself.

UNDERSTANDING THE POINTS SYSTEM

Normal football rules apply in the league system, whereby you get three points for a win, one for a draw and none for getting whupped. The total of these will affect your standing in the league and your chances of getting promoted. But what are those other points all about? Simply put, when you win or draw matches, you get points which can be stored up and used to buy new players for your team.

In Division Two, you get Monetary Points (MP) for a win and three for a draw. You will also be awarded bonus MPs for scoring goals (and unlike in previous ISS games, you aren't deducted MPs for conceding goals). So, for example, if you win a match in Division Two with a scoreline of 5-0, you will be awarded six MPs for the win, plus a further five bonus MPs for scoring five goals. If you gain promotion to Division One at the end of the first season (or ever) then the stakes are raised and you'll be awarded 10 MPs for a win and five for a draw each goal still counts for an additional one MP! You must monitor your MP status at regular intervals, as well as the Player Acquisition menu to check if you have enough points to buy a star player. Be warned though, in this game, the straight transfer fee isn't the end, as you will have to pay player wages from your MP total as well! Read on...

PAYING THE WAGES

When perusing the Player Acquisition menu, each player will have two different numbers next to their name. One is their transfer fee and the other is their wages demands. As you acquire more players, the overall wage bill will be increased - you can monitor this from

the Team Management menu - so you must ensure that you have enough MPs to cover the overall bill at the close of season, otherwise you're likely to go bust.

It's worth noting that you get extra MPs for winning the respective divisions so this may help if you risk folding when you have to settle the bill. You can keep tabs on your team status on the Team Management screen by looking at the three coloured numbers in the top left-hand corner, which are:

White No.	Your current MP total
Yellow No.	The total MP value of your team
Blue No.	The total wage bill

While it's satisfying to assemble an all-star team, the players wage bill can be crippling, so it may take a few seasons before you have enough stock MPs to be frivolous and not have to worry when the season draws to a close. If a couple of players are sending you over your limit, then be sure to offload them after the penultimate game of the season.

AT A GLANCE - MP MANAGEMENT

This table shows you exactly how many MPs you get for what you do...

Feat	Bonus MPs
Win (Dv2)	6
Win (Dv1)	10
Draw (Dv2)	3
Draw (Dv1)	5
Dv2 Champions	60
Dv1 Champions	120
Highest scorers*	20
Highest assists*	20

* When buying new players from other teams in the Master League, it may be worth taking into account how many goals they have scored and how many assists they have when deciding whether to buy them. Ultimately, players with a high goal tally and a few assists to their name stand more chance of finishing as top scorers/assistants and taking the MP bonus at the end of the season.

COMPETITIONS AND REWARDS

There are a whole host of league and cup competitions in Pro Evolution Soccer. Here is an at-a-glance guide to what you gain by winning each competition...

Competition	Trophy	Secret
International Cup	Yes	Hidden teams
European Cup	Yes	Hidden teams
Konami Cup	Yes	Hidden stadium
American Cup	Yes	None
African Cup	Yes	None
Asian Cup	Yes	None
Master League Dv2	Yes	Hidden players
Master League Dv1	No	

PRO EVOLUTION SOCCER



PLAYER SHOPPER

To help you get started in the Master League transfer system, we've compiled this handy buyers guide. The tables represents the cheapest effective players and the star players who you can dream about one day signing.

5 CHEAP STRIKERS		Country/Team	Position
Name	Cost		
Nesken	20	Classic Holland	CF/OH/DF
Silman	23	Tunisia	CF
Mpenza	24	Belgium	CF/OH/SH
Ljunberg	24	Sweden	CF/OH/SH/CF
Basir	24	Morocco	CF
Tomassen	24	Denmark	CF/OH

5 STAR STRIKERS		Country/Team	Position
Name	Cost		
Salas	38	Japan subs	CF
Van Nistelrooy	38	Holland	CF
Shevchenko	48	Ukraine	CF/OH/WG
Owen	56	England	CF
Batistuta	57	Argentina	CF

5 CHEAP MIDFIELDERS		Country/Team	Position
Name	Cost		
Nakata	18	Japan subs	OH/DF
Giggs	20	England	OH/SH
Gerrard	23	Mexico	SH/SB
Ramirez	24	Argentina	SH
Kily Gonzalez	24	Spain	SH/SB/DH
Mendieta	27		

5 STAR MIDFIELDERS		Country/Team	Position
Name	Cost		
Giggs	41	Wales	WG/OH/CF
Rui Costa	44	Portugal	OH/SH
Veron	44	Argentina	OH/DF
Zidane	54	France	OH
Beckham	57	England	SH/OH

5 CHEAP DEFENDERS		Country/Team	Position
Name	Cost		
Al Doukhi	18	S.Arabia	SB/SH
Ashley Cole	20	England	SB
Ferdinand	24	England	CB/SB
Montefiore	30	Uruguay	SH
Biscan	23	Croatia	DH/CB/OH

5 STAR DEFENDERS		Country/Team	Position
Name	Cost		
Roberto Carlos	43	Brazil	SB/SH
Tudor	26	Croatia	CB/DF
Maldini	34	Italy	CB/SH
Rijkaard	35	Classic Holland	CB/LB/DH
Beckenbauer	54	Classic Germany	LB/DF

AND SOME GOALIES...		Country/Team	Position
Name	Cost		
Schmeichel	24	Germany	GK
Chilavert	33	Denmark	GK
Al Dawayea	35	Paraguay	GK
Carini	24	S.Arabia	GK
		Uruguay	GK

COMPETITION

WANTED TIPS MONKEY

**WIN!
OVER £450
OF PS2
GAMES!**



HE'S ESCAPED!!
Reward: 11 top PS2 games

COMPETITION

After scraping an escape tunnel in the wall of his cage – behind a poster of a particularly crimson-arsed lady gibbon – that rascally Tips Monkey has done a runner and is at large somewhere in this magazine. The cheeky, cheating chimp spends his days providing solutions to PS2 titles but his tipping talents don't just apply to videogames: if he's loose for long enough the pesky primate will come up with answers to all kinds of problems – war, famine, disease, who killed JFK, you name it. And then where would be, eh?

So, it's up to you readers, you've got to find Tips Monkey before it's too late. If you spot the sneaky simian just write in naming the page where he's hiding and we'll be able to apprehend the little menace and return him to the tips cage where he belongs.

As a reward for your vigilance you can win all 11 of our main tipped games from this issue – Gran Turismo 3, Pro Evolution Soccer, Devil May Cry, Resident Evil Code: Veronica X, Crazy Taxi, SSX, Star Wars: Starfighter, Tekken Tag Tournament, Spy Hunter, Quake III Revolution and, quite appropriately, Escape From Monkey Island. Over £450 worth of great PS2 games could be yours, just keep your eyes open and find that monkey before all hell breaks loose.

QUESTION

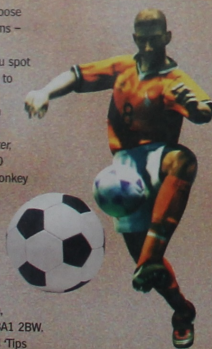
Simply locate Tips Monkey's whereabouts and finish this sentence:

I HAVE FOUND TIPS MONKEY. HE'S ON PAGE...

Write your answer on a postcard and send your entries to: Tips Monkey Competition, Official PlayStation 2 Special Edition, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Or simply email your answers to us at PS2@futurenet.co.uk with the subject marked 'Tips Monkey Competition'. See right for competition rules.

PRIZES

■ First prize wins all 11 games.
Two runners-up will each win a copy of Pro Evolution Soccer.



RULES

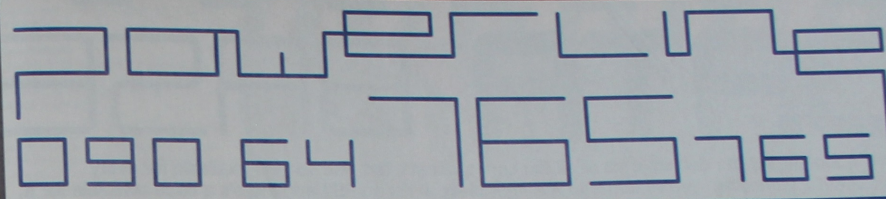
■ No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, game developer or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 7 December 2001. The winners will be announced in the next issue of Special Edition.

■ If any prize becomes unavailable, Future Publishing and the developer reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply.

Last Issue's Competition Winners

Our two lucky winners are Roy Summers from Cornwall and Kyle Robins from Newport who both win a 12 month subscription to Official PlayStation 2 Magazine.

PlayStation 2 SPECIAL EDITION: PLAYERS GUIDE



The latest cheats direct
from Sony's game brain

The official PlayStation 2 Powerline holds a wealth of immediate gaming advice, all available at the touch of a button. Can't find the cheat you want in the mag? Then give the Powerline a try. Just call the number opposite and press 0 to go to the game menu. Now key in the five-figure code printed at the top left of every game disc. If there are any cheats and tips for the game, you'll hear them here, so have a pen and paper ready. It really is that easy.

Call the Sony Powerline on
09064 765 765*

*Touch Tone-activated service. Calls charged at 60 pence per minute. Please seek permission from the bill payer before calling. Service provider: Telecom Potential, PO Box 66, Clevedon, BS21 7QX

CALL 09064 765 765

**PRESS 0 FOR THE
GAME MENU**

**PRESS # FOR THE
POWER MENU**

**ENTER THE FIVE-DIGIT CODE
FOUND ON YOUR GAME DISC
FOR INSTANT GAME HELP**

**ACCESS THE
SOFTWARE RELEASE
INFORMATION SECTION**



FACT! Over the last year, Official PlayStation 2 Magazine has brought you exclusive playable demos of the best games

GUESS WHAT? The best is yet to come...



Other magazines let you watch.
PlayStation 2 lets you play.

Issue 14 on sale now.

*PlayStation, PS2 and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc.

DATA BASE

If you're looking for the definitive list of all the codes, cheats, tips and secrets available for every PlayStation 2 game then you've come to the right place. If it's on PS2 and there's a code available for it, you'll find it within the following 12 pages. Get stuck in and get cheating!

4X4 Evolution

Take 2/Terminal Reality

Unlock all trucks

Pause the game at any time and then press **□**, **△**, **○**, **×**. If the code has worked then a message and sound will confirm and all 18 trucks complete with custom colours have been unlocked. To browse these new vehicles, go to the Time Attack menu and look at the Class 3 Fords - here you will see a variety of Ford Explorer Sport Tracs that are custom painted and fully tuned-up. Sadly, these trucks aren't available in Career mode.

Slower game speed

Pause the game at any time and press **□**, **△**, **○**, **×**. If the code has worked then a message and sound will confirm. The game will now be noticeably slower.

Faster game speed

Pause the game at any time and press **□**, **△**, **○**, **×**. If the code has worked then a message and sound will confirm. The game will now be noticeably faster.

Normal game speed

Pause the game at any time and press **□**, **△**, **○**, **×**. If the code has worked then a message and sound will confirm. The game will now be running at normal speed.

Easy \$25,000

Pause the game at any time and press **□**, **△**, **○**, **×**. If the code has worked then a message and sound will confirm. You will now have \$25,000 to spend as you like in Career mode.

A cool \$1 million

Pause the game at any time and press **□**, **△**, **○**, **×**. If the code has worked then a message and sound will confirm. You will now have a cool \$1 million to spend as you like in Career mode.

7 Blades

Konami/KCEJ

There are currently no cheats available for this game. Stay tuned for further updates...

A

All-Star Baseball 2002

Acclaim/Acclaim Studios Austin

Hidden teams

Select Exhibition mode and repeatedly press **□** + **△** to unlock the Dingers and the Islanders secret teams, a sound will confirm that the cheat has worked.

Aqua Aqua: Wetrix 2.0

Mesozoic Era in Story Puzzle mode
This can be unlocked by completing the Paleozoic Era in Puzzle mode.

Cenzoic Era in Story Puzzle mode

This can be unlocked by completing the Mesozoic Era in Story Puzzle mode.

Ancient Civilisation in Story Puzzle mode

This can be unlocked by completing the Cenozoic Era in Story Puzzle mode.

Hidden Future

Finish the game with a rank of 'Master' in all four stages to unlock the Hidden Future in Story Puzzle mode.

Armored Core 2

Ubisoft/From Software

Plus Cheats

After you have completed the Raven test, intentionally lose the first mission and die with 50,000 credits to activate the 'Plus' cheats. The game will restart from the first level with all items gained in the previous game, although your pilot name will vanish from the 'Pilot Name' slot. The more times you do this, the more cheats you will unlock - which include better radar equipment, numerous projectiles and super-fast cooling devices.

Overweight ACs

Successfully complete the game in Mission mode and wait for the credits to roll. You will now be able to play the game again with no weight restrictions on your AC.

Extra Arena battles

If you occasionally check the lower rankings of the Arena eventually three new ACs will join the fray, which are...

Rank #51: Chris Miura (AC-Vex)

Rank #52: Co-op (AC-Millinaire)

Rank #53: Lost Lamb (AC-Stray Sheep)

Extra tough Arena battles

If you actually manage to achieve the fabled rank of Nine Breaker and complete the game, several new combatants will enter the arena. They're no pushovers, mind!

Rank #54: Scarlet (AC-Wild Honey)

Rank #55: The Veteran (AC-New Dawn)

Rank #56: Falcon VIII (AC-MK VIII)

Rank #57: Riot (AC-Gallows Bird)

Rank #58: Matthias (AC-Funeral Mask)

Army Men: Air Attack 2

3DO/3DO

Level passwords

Simply enter the following passwords to unlock the corresponding level...

Level	Password
2	↑, ↓, ○, →, ←, △, ×
3	△, ○, ↓, ←, △, ○, ↑, ↑
5	○, →, ←, △, ○, △, ○, △
4	↓, ↓, △, ○, △, ○, △, ○
6	△, ○, ↑, ←, ↓, △, ○, △
7	→, △, ↓, ↓, △, ○, △, ○
8	○, →, △, △, ○, ↓, ↓, ↓
9	↑, △, ○, ←, →, △, ○, ←
10	△, ↑, △, ○, ↓, ↓, ↓, ↓
11	○, ↑, △, ←, →, △, ○, ↑
12	←, ↑, △, →, △, ○, △, ○
13	←, △, ○, △, ○, ↓, ↓, ↓
14	→, →, △, ↑, ↓, ↓, ↓, ↓
15	←, →, △, ○, ↓, ↓, ↓, ↓
16	○, →, △, ○, →, △, ○, ↓
17	△, ↑, △, →, ←, △, ↓, ↓
18	○, △, →, △, ○, ↑, △, ○
19	↓, ↓, △, ○, →, ↑, △, ○
20	↑, △, ○, →, △, ○, △, ○

Army Men: Green Rogue

3DO/3DO

There are currently no cheats available for this game. Stay tuned for further updates...

Army Men: Sarge's Heroes 2

3DO/3DO

Cheat codes

Enter the following codes as passwords to unlock the desired effect when playing the game...

Level select	FREELAY
All weapons	GIMME
Invincibility	NODIE
Invisibility	NOSEUM
Tiny mode	SHORTY
Big mode	IMMUSE
Debug mode	THOOTEST

Level passwords

Enter the following passwords to play on the corresponding level...

Level

Boot Camp

Dinner Table

Bridge

Refrigerator

Graveyard

Castle

Tan Base

Revenge

Desk

Bed

Plasticville

Toy Shelf

Toy Train Town

Rocketbase

Pool Table

Pinball Machine

Password

BOOTCAMP

DINNER

OVERPASS

COOLER

NECROPOLIS

CITADEL

MOUSE

ESCAPE

ESCRITOIRE

COT

BLUEBLUES

BUYME

EXPRESS

LITTLEPEOPLE

NUKEM

EIGHTBALL

BLACKNIGHT

ATV Offroad

SCEE/Rainbow Studios

All ATVs

Select Pro Career mode and then enter CHACHING as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with all ATVs now unlocked.

All tracks

Select Pro Career mode and then enter WHATTEXT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

Expert mode

Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with the CPU AI enhanced.

B

Bloody Roar 3

Virgin/Hudson Soft

Unlock Kohryu

Defeat Kohryu and complete Arcade mode to unlock him as a playable character.

Unlock Uranus

Play through Arcade mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go on to complete the game to unlock her as a playable character.

Gallery pictures

Complete Arcade mode with all the characters to add their pictures to the Gallery.

Sudden Death mode

Survive nine fights in Survival mode to unlock Sudden Death in Survival mode. In this mode it's one-hit kills!

Super Difficulty

Complete Arcade mode without using any continues to unlock the Super Difficulty level. In this mode, the CPU is set to the highest difficulty imaginable!

No Blocking

Get the highest score in Arcade mode to unlock the No Blocking mode. In this mode, you and your opponent cannot guard against attacks.

Low Speed

Obtain a ranking with every character in Arcade mode to unlock Low Speed mode. In this mode, all moves and throws are executed at half the usual speed.

High Speed mode

Win 100 battles in Survival mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

One-Hit Knockdowns

Place first in Sudden Death mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus modes.

Hyper Beast mode

Win ten fights with a single character in Arcade mode and record your name to unlock Hyper Beast mode. In this mode, both you and your opponent are permanently in Beast form.

One Fall mode

Win 20 rounds with a single character in Survival mode to unlock One Fall mode. In this mode, the first fighter to be knocked down is the loser.

The Bouncer

SCEE/SquareSoft

Alternate costumes

To play the game decked out in different clobber, simply hold **□**, **△**, **○** or **×** and press **△** when selecting a character.

Unlock Echidna

Successfully complete the MSP Cargo Train level to unlock Echidna in Versus and Survival modes.

Unlock Dauragon (shirtless)

Complete the game three times using any character. After defeating Dauragon for the second time, he will get up again and fight without a shirt on. Defeat him to unlock this guise in Versus and Survival modes.

Unlock Dauragon (one armed)

Play the game through in Story mode and defeat Dauragon on the first encounter. The one-armed fighting version of him will now be unlocked in Versus and Survival modes.

Unlock Dominique

Play the game through in Story mode until Dominique destroys the group of PD-4s to unlock her in Versus and Survival modes.

Unlock Aldea

Defeat Aldea before the final encounter with Dauragon in Story mode to unlock her in Versus and Survival modes.

Unlock Koi with MSF costume

Play through the entire game, only selecting Koi. Save the game after Koi enters the Mikado building as an MSF soldier. The MSF costume for Koi will now be unlocked in both Versus and Survival modes.

Unlock Leann Caldwell

Play through the entire game, only selecting Koi. After you defeat Dauragon for the final time you will view a FMV sequence where you have to fight Leann. Defeat her to unlock her in Versus and Survival modes.

DATA BASE



DAVE MIRRA FREESTYLE BMX 2

Acclaim/2-Axis

Unlock all bikes

At the main menu, press **↑**, **←**, **→**, **↓**, **△**, **○**, **×**. If the code has been entered correctly then all of the secret bikes will be available to ride.

Unlock Amish Boy

At the main menu, press **↑**, **←**, **→**, **↓**, **△**, **○**, **×**. Amish Boy will now be available as a playable character in Free Play and ProQuest modes.

Unlock Mike Dias

At the main menu, press **↑**, **←**, **→**, **↓**, **△**, **○**, **×**. Mike Dias will now be available as a playable character in Free Play and ProQuest modes.

Outfits and FMV

Enter the following codes on the main menu to unlock various character FMV and additional rider costumes.

Colin Mackay's Competition outfit	↑, ↓, ○, →, ←, △, ×
Colin Mackay's FMV	↑, ↓, ○, →, ←, △, ×
Dave Mirra's Competition outfit	↑, ↓, ○, →, ←, △, ×
Dave Mirra's FMV	↑, ↓, ○, →, ←, △, ×
Joey Garcia's Competition outfit	↑, ↓, ○, →, ←, △, ×
Joey Garcia's FMV	↑, ↓, ○, →, ←, △, ×
Kenan Harkin's Competition outfit	↑, ↓, ○, →, ←, △, ×

Kenan Harkin's FMV

Leigh Ramsdell's Competition outfit

Leigh Ramsdell's FMV

Luc-E's Competition outfit

Luc-E's FMV

Mike Laird's Competition outfit

Mike Laird's FMV

Rick Moliterno's Competition outfit

Rick Moliterno's FMV

Ryan Nyquist's Competition outfit

Ryan Nyquist's FMV

Scott Wirth's Competition outfit

Scott Wirth's FMV

Tim Mirra's Competition outfit

Tim Mirra's FMV

Todd Lyons' Competition outfit

Todd Lyons' FMV

Troy McMurray's Competition outfit

Troy McMurray's FMV

Zack Shaw's Competition outfit

Zack Shaw's FMV

C

CART Fury Championship Racing

Midway Games/Midway

Cheat codes

The following codes must be entered on the Cheat menu in the options. If the code has worked, then it will be added to the list and must be selected before it will take effect.

Cheat	Code
All cars	△, ○, △, ○, △, ○
All tracks	△, ○, △, ○, △, ○
Unlimited turbo	△, ○, △, ○, △, ○
Infinite continues	△, ○, △, ○, △, ○
No time out	△, ○, △, ○, △, ○
Big heads	△, ○, △, ○, △, ○
Low gravity	△, ○, △, ○, △, ○
Jump option	△, ○, △, ○, △, ○
Thick fog	△, ○, △, ○, △, ○
Night drive	△, ○, △, ○, △, ○
Rocket wheels	△, ○, △, ○, △, ○
Death car	△, ○, △, ○, △, ○
Opponent death cars	△, ○, △, ○, △, ○
Death Wall	△, ○, △, ○, △, ○
All FMV sequences	△, ○, △, ○, △, ○

City Crisis

Take 2/Sycom

Extra choppers

Complete all of the rescue missions and the Bat and Pork helicopters will be unlocked for use in all modes.

Final Rescue/Time Attack

Complete all of the chase missions to unlock Time Attack mode. Also, the Final Rescue mission will be unlocked in the main Mission mode.

Crazy Taxi

Acclaim/Sega

Crazy Bike mode

On the character select screen, hold **□** + **△**. Then release **□** and then **△**. Hold **□** + **△** again and then release both simultaneously before finally pressing **△**. If the code has worked you will hear the sound of a bicycle bell and whichever character you choose, they will be riding a bike instead of driving a taxi. Crazy!

Expert mode

At the main menu, press and hold **□** + **△**. Continue to hold these buttons until the character select screen appears, then press **△** to select the game mode. Now, when you begin to play the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

